

THE HOTTEST  
ALT GIRLS IN  
ONE MAGAZINE

ERICA FETT • GOTHAM

HURST • HEATHER DVINE

ISSUE 89 • FREE

FEATURING  
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JASMINE JAMES

ALSO SOME  
CLOTHING FROM

DETH KULT  
MALICE LINGERIE  
MR. DUCKTAIL  
CAMILY CLOTHING  
PLANET VANDY  
& MORE

AND

INJUSTICE 2  
E3 2017 • GAMER GIRL  
WIPEOUT OMEGA  
AND MORE

#89  
**SOPHOMULLA**  
*Be Young. Be Dope.  
Be Proud*



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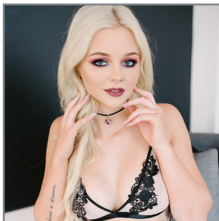
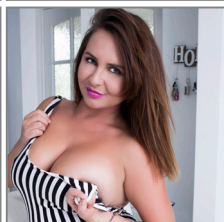


## SOPHOULLA

- 06 - DETH KULT
- 09 - ERICA FETT
- 22 - GOTHAM
- 34 - HEATHER DVINE
- 46 - UPRAWR
- 47 - CYGNET
- 58 - SOPHOULLA
- 72 - PLANET VANDY
- 74 - LISHA BLACKHURST
- 88 - KAOTIKA
- 100 - LINZIE BELLE
- 112 - CAMILLY CLITHING
- 114 - KITTY DEVINE
- 127 - KIRSTY
- 134 - STEPHANIE JO
- 144 - NICOLA & FIA T
- 160 - DOWNLOAD FESTIVAL
- 168 - EVANESCENCE
- 170 - MADBALL
- 174 - REVIEWS
- 179 - UPRISING
- 180 - WILD & SONS: JASMINE JAMES
- 186 - MUST-SEE UNDER RATED CAR MOVIES
- 188 - JULY ROUNDUP
- 190 - E3 2017
- 196 - DAY OF INFAMY
- 198 - DRAGON QUEST HEROES 2
- 200 - DRIFTING LANDS
- 202 - EVERSPACE
- 204 - INJUSTICE 2
- 206 - WIPEOUT OMEGA COLLECTION
- 208 - MINI REVIEWS
- 210 - FEENA: GAMER GIRL



58





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# ERICA FETT

Photographer: Tripodski

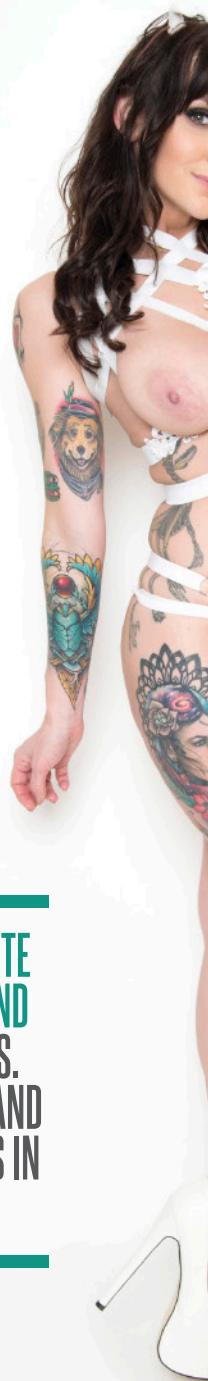
**Hey Erica! Welcome back to Elite, for those who don't know you, tell us a bit about yourself:** Hiya! My name is Erica Fett! I like video games, conventions and long walks on the beach, at night but with shoes on. Jellyfish are terrifying.

**What was it like to work with the photographer on this shoot?** Tripodski is always such a blast to work with! He's hilarious and I can't wait to work with him again in the fall at the shootfest!

**What was your favourite part of the shoot?** My favourite part of the shoot was meeting the super babe Giuno! She was there at the same time to shoot with Elite as well. She's an absolute babe and I'm so happy I got to meet her!







Photographer: Tripodski

---

**WHAT'S YOUR FAVOURITE  
PART OF YOUR BODY AND  
WHY? I LIKE MY ARMS.  
THEY'RE PRETTY LONG AND  
I FEEL LIKE THAT COMES IN  
HANDY SOMETIMES.**

---



**On a scale of one to ten, how good looking are you?** Six.

**If you could model for any brand, product or company, which would it be and why?** I really fell in love with this company I found at Anime Expo called Kinfold Official. I love their stuff!

**2017 has been a pretty big year for many people. How have you found it so far?** It's been pretty amazing so far and a lot to come that I'm looking forward to! I've got a few conventions and shootfests coming up in the fall!

**What is your favourite flavour of ice cream?** Vanilla or Reese's, it's a toss up!

**What's your favourite song currently?** Toto- Africa.

**If you could listen to one album for the rest of your life, what would it be?** Alanis Morissette- Jagged Little Pill.

**What's a guaranteed turn on for you?** confidence!

**Describe your perfect photoshoot:** I love having my hair and make up done, mostly because I'm not great at it myself. So I'd definitely be pumped about that! I'd also be pumped if the shoot was a food shoot where I had donuts and cake. A girl can dream.

**Where has been your favourite place to travel?** I love traveling to the U.K., I still feel like there's so much more to see and explore over there! Between castles, the food and the people- it's my favourite!

**What do you like most about Elite?** I love everyone at Elite, but mostly I love how they showcase girls of all types and nationalities and all body types. I really love seeing the variety, plus who doesn't love babes!







**If you could take us to any convention, which would it be and why?** I would definitely take you to San Diego Comic Con! The city joins in and it's such a vibrant and fun atmosphere to be around! Whether you're inside or outside of the convention centre, there are a ton of things to do, cosplays to see, and amazing things to buy!





**FINALLY, IS THERE  
ANYTHING YOU WOULD  
LIKE TO SAY TO THE  
ELITE READERS? THANKS  
FOR READING, ELITE IS  
GREAT AND SO ARE YOU!  
IF YOU WANT TO SEE  
MORE OF MY WORK AND  
PICS, CHECK OUT MY  
INSTAGRAM, FACEBOOK,  
PATREON, TWITCH AND  
TWITTER- JUST SEARCH  
FOR ERICA FETT!**







STREETART



# GOTHAM

Photographers: Frank + Dame

THE DARK KNIGHT  
JUST GOT HOTTER







**Hey Gotham! Welcome to Elite, tell us a bit about yourself:** Hey! I'm Gotham! As you can tell I'm a D.C Comic nerd, but don't get me wrong I love me some Captain America as well :D I'm 23 years old and I can't live without oak chocolate milk.

**What was it like to work with the photographer on this shoot?** Frank n Dame are the absolute dream team photographer couple. They know how to take the best booty pics in town!

**What was your favourite part of the shoot?** This set was shot at a Suicide Girls shootfest here in Melbourne. I love shooting at gatherings like this because there are other naked girls running around everywhere, whilst screaming support and motivation at you while you shoot!

**What's your favourite part of your body and why?** Definitely the booty. Booty game is strong!





Photographers: Frank + Dame

**ON A SCALE OF ONE TO TEN,  
HOW GOOD LOOKING ARE  
YOU? 10/10! IT'S GOOD TO BE  
CONFIDENT!**



**WHAT'S A  
GUARANTEED  
TURN ON FOR  
YOU? A NAKED  
CANDLELIGHT  
MASSAGE  
(FROM MY MAN)  
WITH A GLASS  
OF MOSCATO ON  
THE SIDE!**





**If you could model for any brand, product or company, which would it be and why?**

Hmm I'd have to say Playboy. I've been a Playboy fan for years and it'd be amazing to see them collab with some alternative chicks like myself :)

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?** Alysha Nett, Samii Ryan, Emily Ratajowski and Kylie Jenner. Because they're all my girl crushes and we would definitely bring a crowd!

**What's your favourite song currently?** Anything from the Disney Frozen soundtrack to Kendrick Lamar - it depends what mood I'm in!

**What would you like Elite readers to take away from your pictures in our illustrious mag?** These are (in my opinion) some of the best photos ever taken of me and it was right after a brutal breakup! "If you can't love yourself then how the hell you gonna love somebody else!" - Ru Paul. Self love comes first! Feel beautiful and own it!

**Describe your perfect photoshoot:** Keep it simple! Lingerie I feel sexy in, my favourite tunes in the background and a photographer I feel comfortable with!

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** Mostly good genes. However I do pole dancing classes which are working wonders for my muscles I never knew existed and I have so much fun! I also love to swim regularly :)

**What do you like most about Elite?** I love looking at all my sexy friends who grace your pages!

Photographers: Frank + Dame







**FINALLY, IS THERE  
ANYTHING YOU WOULD  
LIKE TO SAY TO THE  
ELITE READERS? THANK  
YOU FOR ALLOWING ME  
TO SHARE WITH YOU ALL  
WHO I AM AND WHAT  
I LOVE DOING! I HOPE  
YOU'LL ALL HAVE ME  
BACK AGAIN SOON! <3**



# HEATHER DIVINE



Photographer: ATOM



**Hey Heather! Welcome back to Elite, for those who don't know you, tell us a bit about yourself:**

**Hello!** Well I am originally from Leeds, but recently moved to York last year. I'm 23 years young. I have been in the modelling/performing industry since I was 18. I have one dog and three cats, which mean the world to me.

**What was it like to work with the photographer on this shoot?**

Horrendous! Nah just kidding. ATOM is bloody brilliant. Always love working with him. Plus we went for Reds True BBQ after the shoot which made it even better!





**What was your favourite part of the shoot?**

All the meat after the shoot haha. Nah I enjoyed doing something a little different, as dressing as Harley. I'm not the best with hair and makeup, but I liked doing something out of my comfort zone.

**What's your favourite part of your body and why?** Probably my lips. They are naturally big and full.

**On a scale of one to ten, how good looking are you?** I would put myself at a 6.5. I have some improvements to work on to get to that 7.

**2017 has been a pretty big year for many people. How have you found it so far?** It has treated me well. I haven't done anything in the performing/modelling industry, but I'm working hard to improve my body by hitting the gym hard! I have moved to York, passed my driving test and got a new job that I am enjoying... so overall 2017 has been mint!

Photographer: ATOM





**What is your favourite flavour of ice cream?**  
Mint choc chip.

**What's your favourite song currently?** Come Down by Anderson Park. It has such a good summer vibe.


**If you could take us to any festival, which would it be and why?** Hell Fest! It has a great atmosphere and the weather is better than the unpredictability here in England.

**If you could listen to one album for the rest of your life, what would it be?** The very best of Fleetwood Mac!

**What's a guaranteed turn on for you?** Humour!

**Where has been your favourite place to travel?** Arizona and touring around California with The Family Ruin and Escape the Fate. It was such a great experience.



A woman with vibrant pink hair styled in a bun is lying on her back in dark, rippling water. She is wearing a black, high-collared, wet-look outfit with cutouts. She has several tattoos: a large rose on her left upper arm, a skull on her right forearm, and a hand on her left forearm. She is looking directly at the camera with a slight smile, her hand resting near her face.

WHAT DO YOU  
LIKE MOST ABOUT  
ELITE? ALL THE  
GIRLS FEATURED  
ARE ALL UNIQUE  
AND ALL SUPER  
BABES! ALL THE  
GIRLS THAT I  
KNOW OR HAVE  
MET THROUGH  
ELITE HAVE BEEN  
GENUINELY NICE  
GIRLS.



DESCRIBE  
YOUR PERFECT  
PHOTOSHOOT:  
THIS ONE!



**FINALLY, IS THERE ANYTHING YOU WOULD  
LIKE TO SAY TO THE ELITE READERS? I  
HOPE YOU HAVE ENJOYED MY TAKE ON  
HARLEY AND THIS SET. CHECK ME OUT IN  
INSTAGRAM @HEATHERDVINE AND I WILL  
BE BACK VERY SOON. MUCH LOVE <3**

Photographer: ATOM





ALT CLUB NIGHT

# UPRAWR

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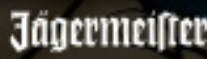


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# CYGNET

Photographer: Mike White

**Hey Cygnet! Welcome to Elite, for those who don't know you, tell us a bit about yourself:** I'm Cygnet (otherwise known as babycakes)! I'm a clinical psych major, my best friend likes to call me a 'Sass-quatch', and I'm a Canadian 'four tortilla' hence why I'm a sass machine (people like to give me silly nicknames, hopefully you can figure that one out).

**What was it like to work with the photographer on this shoot?** Mike is such a sweetheart! Working with him on this shoot was super chill and really fun, which is the best combination. Comfortability is transparent through the lens, it was extremely easy to flow through this shoot with Mike.

**What was your favourite part of the shoot?** I got to wear an adorable Agent Provocateur set while in London, shooting with one of my favorite photographers. How could I possibly pick a favourite part?



**WHAT IS YOUR  
FAVOURITE  
FLAVOUR OF ICE  
CREAM? IT'D HAVE  
TO BE HALF BAKED.**



**What's your favourite part of your body and why?** My peach. To be completely honest I'm quite obsessed with them not to mention I've been recognized by it!

**On a scale of one to ten, how good looking are you?** I'd say comfortable, whatever number that is.

**If you could model for any brand, product or company, which would it be and why?** Realistically Creepstreet would be rad. I'm obsessed with peaches and those underwear do the booty justice. Plus, I am forever behind a 'no fucks given' attitude.

**2017 has been a pretty big year for many people. How have you found it so far?** That is has been. I'd say functional chaos but that's how it goes!

**What's your favourite song currently?** That is such a hard question, it changes everyday based on my mood. I've really been on an Anderson Paak kick lately so maybe dang! or Come Down.

**If you could take us to any festival, which would it be and why?** Any festival that does not involve country music! Other than that as long as I'm dancing I'd take you to experience them all!

**If you could listen to one album for the rest of your life, what would it be?** This questions even more difficult! I love too many genres but I guess I'll have to go old school with this one. I'd listen to the album I Against I by Bad Brains!

**Describe your perfect photoshoot:** A combination of elegance and edginess is where my heart lies. Trying something new/pushing my boundaries and put together while doing it is my idea of perfect. The photographer is required to eat with me afterwards and of course, you can never forget the booty, lots of it.





Photographer: Mike White

**Where has been your favourite place to travel?** Honestly out of everywhere I've been thus far, London is my fave. There aren't very many places I would want to live long term, but London is one of them.

**What do you like most about Elite?** Elite is interested in each and every lovely model. It's one thing to see an aesthetic and another to experience a personality. But like, 'boss bitch' babes.. what more could you ask for?



**WHAT'S A  
GUARANTEED TURN ON  
FOR YOU? DEFINITELY  
BITING INTO A PIECE  
OF CHOCOLATE, OR  
JUST BITING.**



**FINALLY, IS THERE ANYTHING  
YOU WOULD LIKE TO SAY TO  
THE ELITE READERS? I MEAN,  
THANK YOU! FOR BEING BEHIND  
EMPOWERING, BODY POSITIVE  
WOMEN WHO HAPPEN TO BE  
ALTERNATIVE BABES.**







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*The Wonderbabe is Back*

# SOPHIOULLA

Photographer: ATOM



**Welcome Sophoulla, how are you?** Hey Elite! I'm doing great thank you!

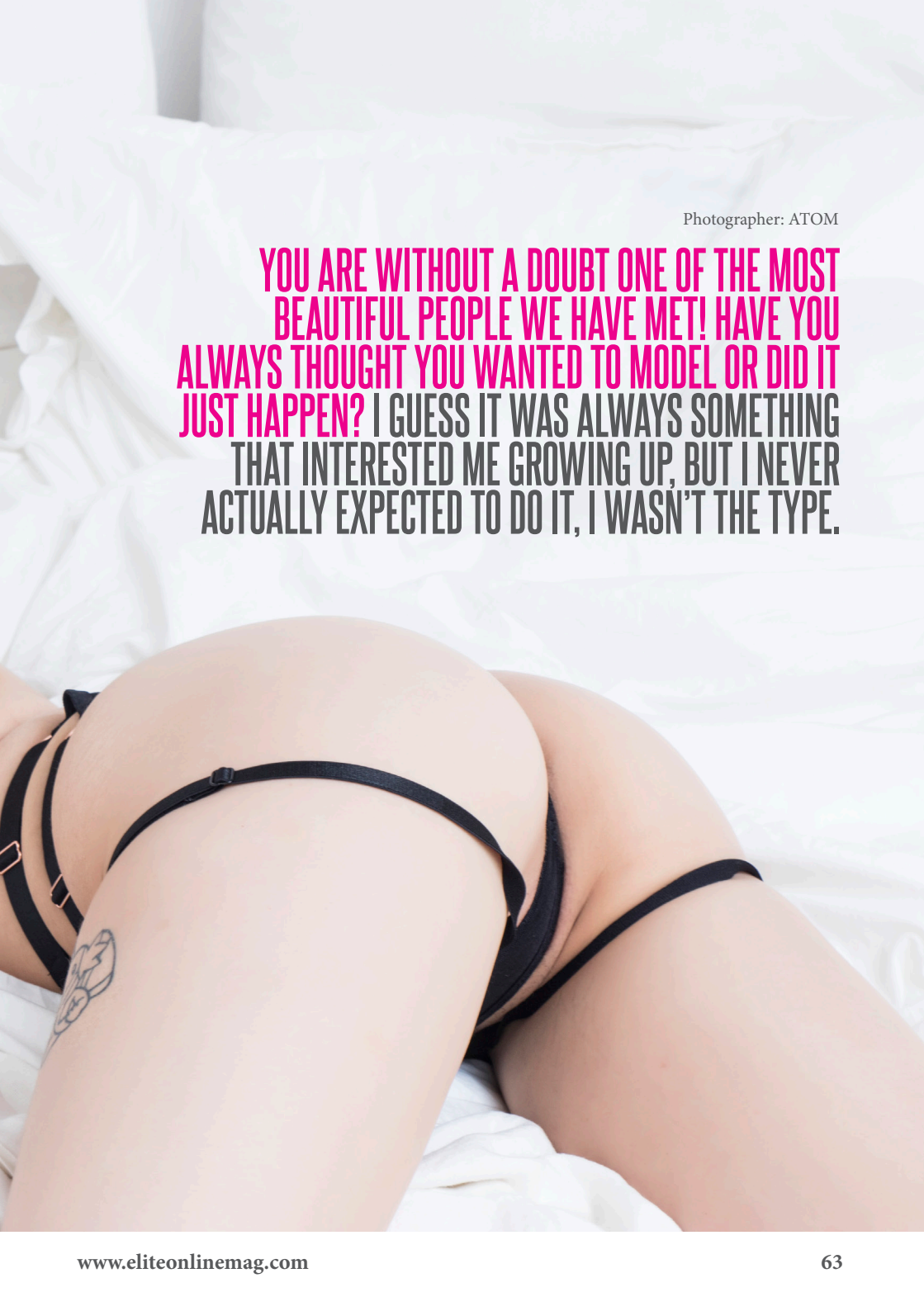
**Seriously though, we're so thrilled to have you in Elite. Did you have fun shooting for us?** Fuck yeah! I always love shooting for you guys.

**What is like to grace our cover for the second time?** It's great! I love being able to represent a plethora of beautiful, alternative women.

**What was it like to shoot with ATOM?** Well ATOM and I are good friends anyway, so it's basically like just hanging out with a mate!







Photographer: ATOM

**YOU ARE WITHOUT A DOUBT ONE OF THE MOST  
BEAUTIFUL PEOPLE WE HAVE MET! HAVE YOU  
ALWAYS THOUGHT YOU WANTED TO MODEL OR DID IT  
JUST HAPPEN?** I GUESS IT WAS ALWAYS SOMETHING  
THAT INTERESTED ME GROWING UP, BUT I NEVER  
ACTUALLY EXPECTED TO DO IT, I WASN'T THE TYPE.



Photographer: ATOM



**You always seem so effortless on camera, is it hard reinventing yourself for new features?** I think if I spent a lot of time and thought on doing that then it would be hard, but I don't really do anything on purpose to reinvent myself.



SO YOU SEEM TO TRAVEL A LOT. . . WHERE HAS BEEN YOUR FAVOURITE PLACE? I LOVE LONDON WITH ALL MY HEART, BUT LA IS MY FAVOURITE PLACE I'VE EVER BEEN. I MISS IT TERRIBLY.



Photographer: ATOM

**Every time of the year seems exciting for you. You're always up to something. When is your chill time and what do you get up to?** My chill time is always. I aim to be chill 24/7 there's no other way.

**Something you wear with aplomb is your tattoos. We bet you are starting to put together quite a collection. What is your favourite piece?** So far my favourite tattoo is my Lana Del Rey lyrics. Miss Fernandez inked them on me a while back and they read 'Dive in, dive deep, dive blue' from the track Swan Song.

**It was clear from your feature you have a great figure! Where does that come from? Do you have to work for it or is it just good jeans/genes?** Thanks! I think if I

actually did workout I could have the most banging body ever but...I'm just too lazy.

**You have some of the best boobs going! What is your personal fave body part?** I love my hands and feet. They're super small and soft!

**With that in mind, which person do you think has the best boobs at the moment?** Best boobs are Keshia's boobs. There is no argument.

**Someone once asked me to describe "beautiful" in one word and I said Sophoulla. You're a definite icon of just general amazingness too. Do you see yourself as a beautiful person?** Physically? Sometimes. My self esteem fluctuates a lot.



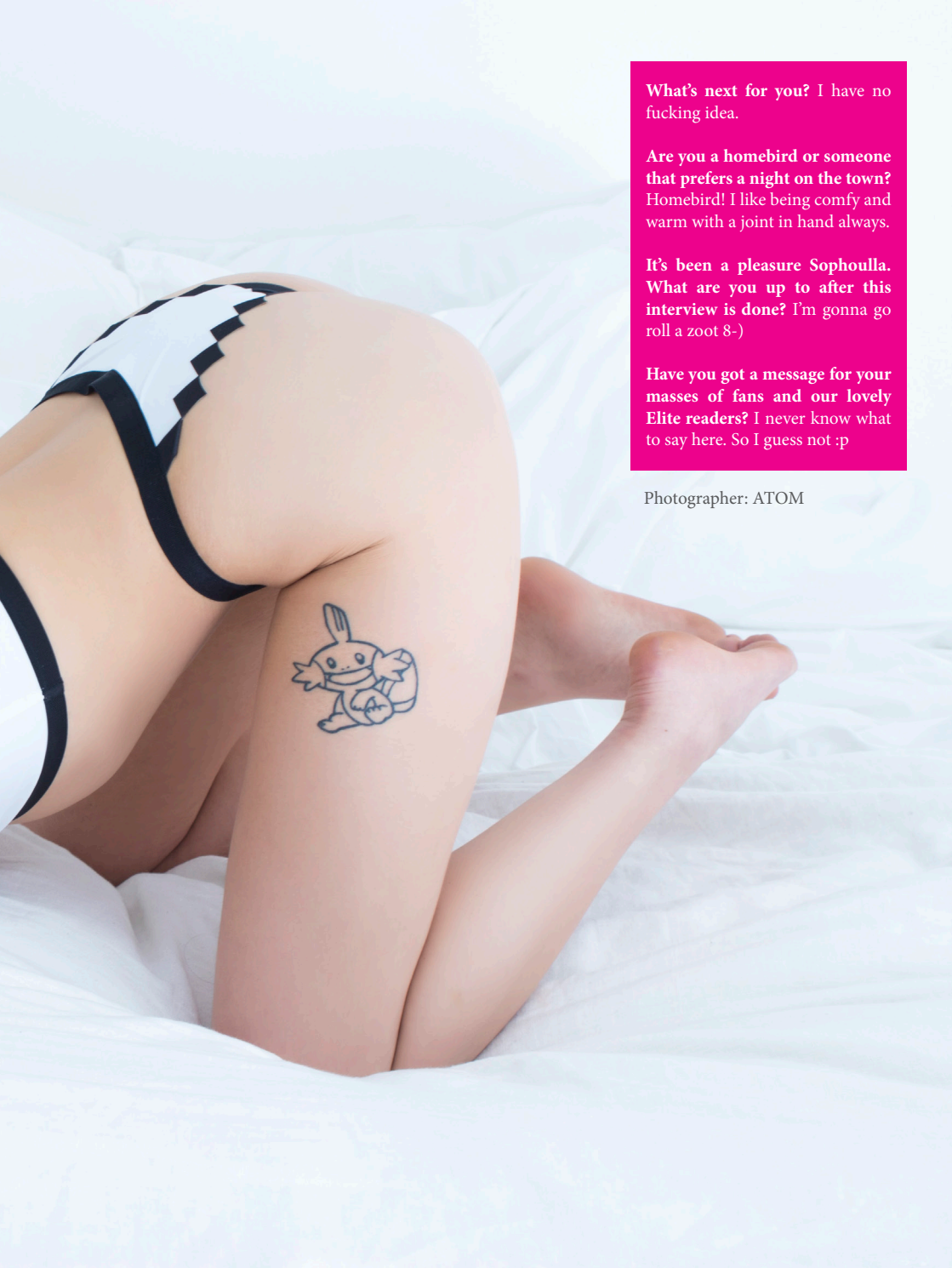




INSPIRATION IS  
IMPORTANT TO YOU,  
BE IT MUSIC, FILM  
OR BOOKS. WHAT IS  
INSPIRING YOU AT THE  
MOMENT? CURRENTLY  
I'M BEING INSPIRED BY  
NEW FRIENDS, NEW  
PHOTOGRAPHERS AND  
LANA DEL REY'S NEW  
MUSIC.



**FINALLY, WILL YOU BE COMING BACK TO US SHORTLY  
AS WE CAN'T GET ENOUGH OF YOU! YOU KNOW IT!**



**What's next for you?** I have no fucking idea.

**Are you a homebird or someone that prefers a night on the town?** Homebird! I like being comfy and warm with a joint in hand always.

**It's been a pleasure Sophoulla. What are you up to after this interview is done?** I'm gonna go roll a zoot 8-)

**Have you got a message for your masses of fans and our lovely Elite readers?** I never know what to say here. So I guess not :p

Photographer: ATOM



HELLO KITTY EBONY  
BODYCON - £35.00

A woman with vibrant blue hair and extensive tattoos is holding up a Hello Kitty catsuit. She has a nose ring and is looking down at the garment. The catsuit is pink with a repeating pattern of white Hello Kitty heads with red bows. The background is plain white.

HELLO KITTY  
CATSUIT - £39.00

**PLANET VANDY**

**ALICEVANDY.COM**

# LISA BLACKHURST

Photographer: ATOM









**Hey Lisha! Welcome back to Elite, for those who don't know you, tell us a bit about yourself:** Hello! I am from York, UK and I have been modelling for like, FOREVER, and I have three bunny children.

**What was it like to work with the photographer on this shoot?** It's always great fun to work with ATOM! Plus I got to wear some totally awesome pieces from Killstar Co that were amazing!





**What was your favourite part of the shoot?** Halfway through the shoot we stopped by the cat café Mog on the Tyne which is always good fun!

**What's your favourite part of your body and why?** Possibly my shoulders, shoulders never get fat! Haha.

**On a scale of one to ten, how good looking are you?** Oh wow, what a hideous question! I always regard myself as not ordinarily pretty, which is why the alt scene is so wonderful, it celebrates so many varieties of beauty in all shapes and sizes!

**If you could model for any brand, product or company, which would it be and why?** To be honest getting to model for the companies I adore is great. Malice Clothing especially are ones to look out for!

Photographer: ATOM





**WHERE HAS BEEN YOUR  
FAVOURITE PLACE TO  
TRAVEL? BARCELONA  
WAS BEAUTIFUL, LA  
WAS PRETTY CRAZY,  
AND BULGARIA WAS  
A GREAT HOLIDAY! I  
WOULD LOVE TO RETURN  
TO ALL THREE ONE DAY!**



Photographer: ATOM

**2017 has been a pretty big year for many people. How have you found it so far?**

Yeah it's been really exciting, my 2017 calendar was a highlight, and starting my Patreon finally and having such an overwhelming amount of support has been incredible! Excited to see what the rest of the year brings!

**What is your favourite flavour of ice cream?**

I don't eat dairy, but even if I did I would still choose Booja Booja caramel pecan praline, it is the DREAM! I eat about half a tub of the stuff a night... I really need to stop!

**If you could listen to one album for the rest of your life, what would it be?**

Would anyone actually be able to answer this?! This is an impossible choice! I feel stressed just thinking about it!







FINALLY, IS THERE ANYTHING  
YOU WOULD LIKE TO SAY TO  
THE ELITE READERS? COME AND  
CHECK OUT THE FULL SETS OF  
THESE IMAGES ON BOTH THE  
ELITE PATREON AND MINE!



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Photographer: Eze Villani

# KAOTIKA





**Hey Kaotika! Welcome to Elite, tell us a bit about yourself:** Hey! I have been a model since I was 16 years old. I have been through many stages of modeling, but when I turned 18 I found my way as an alternative model. I started to get a lot of tattoos and change my style. I also train muay thai professionally and I like to be fit.

**What was it like to work with the photographer on this shoot?** Well the truth that nobody knows about this set, is that it is a huge and beautiful forest in my city where I live, but we are in winter here and I was freezing making the photos. But I'm happy because they came out beautiful.





**What was your favourite part of the shoot?** Being naked in nature is one of the things I most love!

**What's your favourite part of your body and why?** My legs. I love my legs because they are strong and covered in tattoos.

**On a scale of one to ten, how good looking are you?** Well may be a 8?

**If you could model for any brand, product or company, which would it be and why?** Killstar or Dollskill. Are my favourite brands. I would love to work for them.

**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?** I will choose the most beautiful ladies ever... Riae, Dannika Daisy, Bea Dux and

Dolly Diamond. I think these girls are celebrities and stunning women!

**What's your favourite song currently?** One of my favourite songs in life is Mariposa- DJ Koze.

**What would you like Elite readers to take away from your pictures in our illustrious mag?** I would love to be seen as I am. Simple, sweet and sexy.

**Describe your perfect photoshoot:** When the photographer has a lot of experience and shooting is fast. He guides you in the poses and of course good hairstyle and makeup.

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** A lot of Muay Thai Boxing, Brazilian Jiu Jitsu and of course some good genes too.

Photographer: Eze Villani



**WHAT'S A  
GUARANTEED TURN  
ON FOR YOU? GIRLS.  
HAHA. A ROMANTIC  
DINNER, A MOVIE  
AND OUT WITH THE  
PERSON YOU LIKE.**



A woman with dark hair in a bun, a nose ring, and large hoop earrings is posing in a forest. She is wearing black fishnet stockings and has several tattoos, including a large one on her right thigh. She is looking back over her shoulder at the camera.

**WHAT DO YOU LIKE MOST  
ABOUT ELITE? I LOVE TO  
SEE ALL THE PICTURES  
ON INSTAGRAM OF ALL  
THE TEAM ELITE.  
I REALLY ENJOY THAT!**

**FINALLY, IS THERE ANYTHING  
YOU WOULD LIKE TO SAY TO THE  
ELITE READERS? THANK YOU SO  
MUCH FOR TAKING THE TIME TO  
READ MY INTERVIEW! XX**

Photographer: Eze Villani





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# LINZIE BELLE

Photographer: ATOM

**Hey Linzie! Welcome back to Elite, for those who don't know you, tell us a bit about yourself:** Hiya! Thanks for having me back. Well, I'm an all singing, all dancing northern firecracker who likes to be naked... I think that's all you need to know to start with!

**What was it like to work with the photographer on this shoot?** Brilliant! It's always a pleasure to work with ATOM and the team!

**What was your favourite part of the shoot?** Well this was my first glamour shoot in a good few months, so it felt great to be back at it!

**What's your favourite part of your body and why?** Booty! Squats are my best friend!







Photographer: ATOM

**2017 HAS BEEN A PRETTY BIG YEAR FOR MANY PEOPLE. HOW HAVE YOU FOUND IT SO FAR?** IT'S BEEN UP AND DOWN, FOR SURE; I LIKE TO FOCUS ON THE UPS, OF COURSE! 2017 HAS SEEN ME BACK TO FIRE AND BURLESQUE PERFORMING REGULARLY, THANKS TO MY SUICIDE GIRLS BALLROOM BLITZ FAMILY, AND IT FEELS AWESOME TO HAVE MY FIRE FANS BACK IN MY HANDS. IN JUNE WE OPENED DOWNLOAD FESTIVAL AND PERFORMED TO THOUSANDS OF METALHEADS. . . CERTAINLY THE HIGHLIGHT OF MY CAREER THUS FAR.







**On a scale of one to ten, how good looking are you?** Oh man I hate these questions. I would say based purely on looks I'm an 8, but my sparkling personality makes me a solid 10, if I do say so myself ;)

**If you could model for any brand, product or company, which would it be and why?** If Playboy ever had an interest in tattooed redheads, I'd expect a call from Mr Hefner!

**What is your favourite flavour of ice cream?** Pistachio... sweet and nutty just like me!

**What's your favourite song currently?** I really hate to admit this, but I can't stop singing Despacito by Justin Bieber and Luis Fonsi! It's a little bit of a guilty pleasure.





Photographer: ATOM

**IF YOU COULD LISTEN TO ONE ALBUM FOR THE REST  
OF YOUR LIFE, WHAT WOULD IT BE?** DIFFICULT  
QUESTION. ONE OF MY ALL-TIME FAVOURITE  
ALBUMS IS THE WALL BY PINK FLOYD; I NEVER  
HEAR ONE SONG THE SAME AND ALWAYS FIND  
SOMETHING NEW TO BE INSPIRED BY.

**If you could take us to any festival, which would it be?** Download! Of course!

**What's a guaranteed turn on for you?** Intelligence. Every time.

**Describe your perfect photoshoot:** Soon I'll be doing a really exciting gender-bending shoot in which I wear a tux and a beard... and that's all I can say for now!

**Where has been your favourite place to travel?** We're still yet to find out, but I'm in love with Greece!

**What do you like most about Elite?** The variation of babes in it's pages. I see Elite as a celebration of all beauty, regardless of race, shape, size or height!



**FINALLY, IS THERE  
ANYTHING YOU WOULD  
LIKE TO SAY TO THE  
ELITE READERS? I  
HOPE YOU ENJOY MY  
FEATURE GUYS, STAY  
AWESOME!**



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# KITTY DEVINE

Photographer: ATOM




Hey Kitty! Welcome to Elite, for those who don't know you, tell us a bit about yourself: Hey! So I'm a burlesque performer and sometime model, originally from South Shields but now based in London. I'm also a massive travel addict and have just returned from a year in Australia and backpacking in Asia.

What was it like to work with the photographer on this shoot? Awesome! ATOM and I get on so well as have known each other for years, so mostly just had a really good laugh and listened to early 00's emo haha.







A woman is lying on her side on a white leather sofa. She is wearing a red bikini bottom. The room has a large window with a grid pattern, a white radiator, a wooden side table with a lamp, and a white armchair.

**IF YOU COULD MODEL FOR ANY BRAND, PRODUCT OR COMPANY, WHICH WOULD IT BE AND WHY?**  
**PLAYBOY. I JUST ADORE IT AFTER BECOMING ADDICTED TO GIRLS OF THE PLAYBOY MANSION YEARS AGO! ATTENDING A PARTY AT THE MANSION WOULD BE THE ACTUAL DREAM FOR A PARTY GIRL LIKE ME.**

Photographer: ATOM



**WHAT'S YOUR  
FAVOURITE PART OF  
YOUR BODY AND WHY?  
BOOBS. I THINK  
THEY SPEAK FOR  
THEIR SELF HA!**







Photographer: ATOM

**What was your favourite part of the shoot?** I loved wearing the kitty ears. That was also the last set we shot, so I felt a lot more comfortable by that point too.

**On a scale of one to ten, how good looking are you?** Oh god, that's an awful question! Beauty is totally subjective and a matter of personal taste so I honestly have no idea.

**2017 has been a pretty big year for many people. How have you found it so far?** A whirlwind! I've visited 6 different countries, moved house 3 times and now starting a new career, so it's been a big one for me too.

**What is your favourite flavour of ice cream?** Rum and raisin. Always.

**What's your favourite song currently?** It's always Marvin Gaye's - Got to give it up. Always guaranteed to put me in an awesome mood!

**If you could take us to any festival, which would it be and why?** Secret Garden Party. It's just so magical and everyone is so lovely and inclusive. I just really love the vibe of it and how pretty it is.


**If you could listen to one album for the rest of your life, what would it be?** The Beatles - White Album. They're my all time favourite band and that album just never gets old for me.

**What's a guaranteed turn on for you?** Dominance. Always.

**Describe your perfect photoshoot:** Anywhere hot and on a beach. I'm such a beach baby, I'm always happiest near the sea.

**Where has been your favourite place to travel?** Myanmar was absolutely mind blowing, I still don't think I've quite processed it! I also loved Cambodia and Koh Tao in Thailand will always have a special place in my heart.

**What do you like most about Elite?** How gorgeous all the girls are! It always seems like they really have a good time too and champion other girls which is a huge plus for me. I'm very much a girls girl.



Finally, is there anything you would like to say to the Elite Readers? Well firstly Hello! As it's my first time appearing in here. Have a follow of my Instagram which is @Misskittytravels. It's basically just lots of boobs, travels pics and cats! What's not to love?! Haha.





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A portrait of a woman with short brown hair, wearing black-rimmed glasses and a black Metallica tank top. She has numerous tattoos on her arms and neck, including a heart, a skull, and various line art designs. She is holding her hand near her mouth, which has a red lip ring. The background is a textured, greyish wall with some blue and purple lighting effects.

Photographer: Chris Beasley

# KIRSTY

**Hey Kirsty! Welcome to Elite, tell us a bit about yourself:** Hi! I'm quite a jack of all trades, I'm a qualified make up artist that loves cars, bmxing and motorbikes. I have many different hobbies like hiking and mountain climbing, weight training, automotive photography and woodburning onto skateboard desks.

**What was it like to work with the photographer on this shoot?** I had wanted to work with the photographer for sometime so it was good to work together.

**What was your favourite part of the shoot?** Meeting and chatting with the other models and photographers was awesome. I even got a drink in before we all parted ways.

**What's your favourite part of your body and why?** I think that would be my waist and hips, I'm proud of my different body shape. In may I did a bikini competition and had to be very lean. My waist was 23 inches and my hips were 10 inches bigger!

**On a scale of one to ten, how good looking are you?** 5 I'm not the most confident, but I believe everyone is unique.



WHAT'S A GUARANTEED  
TURN ON FOR YOU?  
SOMEONE THAT CAN TAKE  
CONTROL AND SHOW ME  
WHAT A MAN REALLY  
IS. A LOT OF GUYS WANT  
TO BE CONTROLLED BY A  
TATTOOED WOMAN AND  
IT GETS ANNOYING.





**You're hosting an Elite sponsored jelly wrestling competition. Which four celebrity combatants will you book and why?**  
Masumi Max because she's kick ass and has been my idol since I was younger and first saw her on the front cover of Max Power. Gino D'Acampo because he's hilarious. Kevin Hart because he's feisty and also hilarious... and lastly Cara Delevingne as she's stunning and up for a laugh.

**If you could model for any brand, product or company, which would it be and why?**  
Love Sick, The Killing Tree and Steel Life Clothing are just a few brands I'd love to work with.

**What's your favourite song currently?** Ooh hard choice as I listen to so many different types of music. I'm off to NASS festival this weekend so I'm listening to a lot of grime/drum and bass and EDM but song wise would be.....What so not-lone ft joy (slow hour remix).





**What would you like Elite readers to take away from your pictures in our illustrious mag?** Everyone is different and has their unique beauty. I'm hoping they might see mine in my body art mostly, my tattoos are my pride and joy.

**Describe your perfect photoshoot:** Having the same ideals with the image outcome, a lot of banter and laughs to make me feel comfortable, direction and showing you the shots with advice on poses to improve and easy conversation.

**How do you stay in such modelly perfect shape? Exercise? Diet? Good genes? Or luck?** I used to be a size 18 and I've now been training for 5 years and gone to a curvy size 6. In May I competed in a physique bikini and placed in 3 of my 5 categories so I'm happy.

**What do you like most about Elite?** The amount of stunning tattooed girls, the quality of the photos and that you get to know the girls.

**Finally, is there anything you would like to say to the Elite Readers?** Thank you for reading! Check out my Instagram @kcothier xx







Photographer: Aisling Dee

# STEPHANIE

*Go*

**Hey Stephanie! Welcome back to Elite, for those who don't know you, tell us a bit about yourself:** I fucking love dogs ok <3

**What was it like to work with the photographer on this shoot?** Aisling was amazing. Her photos make me feel so adorable. She also photographed this dressed in nothing but sexy lingerie. (We photographed each other) so it was pretty ace.

**What was your favourite part of the shoot?** Getting ready for it? It was brand new underwear. So I felt super sexy when it came to shooting.

**What's your favourite part of your body and why?** My bum. It just has decent shape. It's my favourite thing to selfie.





IF YOU COULD TAKE US TO ANY  
FESTIVAL, WHICH WOULD IT BE AND  
WHY? HMM. I REALLY DON'T KNOW.  
LETS SWITCH THIS QUESTION AROUND  
AND SEE WERE YOU WOULD TAKE ME :)







Photographer: Aisling Dee



**WHAT'S A GUARANTEED TURN ON FOR YOU?  
JUST TO FEEL WANTED AND APPRECIATED.**

**On a scale of one to ten, how good looking are you?** I wouldn't really know. I wouldn't say I'm everyone's cup of tea, but I wouldn't say I was a munter? I'll say a 6.

**If you could model for any brand, product or company, which would it be and why?** Ann Summers. As I spend so much money in there.



FINALLY, IS THERE  
ANYTHING YOU WOULD  
LIKE TO SAY TO THE  
ELITE READERS? DO THE  
THINGS THAT SCARE YOU.  
LIVE LIFE TO THE MAX.





Photographer: Aisling Dee

**2017 has been a pretty big year for many people. How have you found it so far?** A headfuck, but I'm trooping on. I feel like I've come out of my shell a lot since January.

**What is your favourite flavour of ice cream?** Bubblegum? Oh no... Daim or cream egg.

**What's your favourite song currently?** Ed Sheeran - Shape of you.

**If you could listen to one album for the rest of your life, what would it be?** Any Die Antword - they are just so upbeat <3

**Describe your perfect photoshoot:** Warm weather, beautiful house, pool... ugh <3

**Where has been your favourite place to travel?** To the shops! As I've never really had a proper holiday.

**What do you like most about Elite?** How nice and lovely the staff are <3 keep killing it guys!





# Nicola & Fia T

Photographer: ATOM

**Hi Fia, welcome to Elite! How did you enjoy the shoot?** Hi Elite! Thank you for having me back! I had a great time at the shoot. I mean, I got to rub up against Nicola. It doesn't get much better than that!

**What was it like to work with ATOM on this shoot?** It is always a pleasure to work with ATOM. He is such a friendly and caring guy.

**WHAT'S YOUR  
BEST FEATURE?  
I REALLY LIKE  
MY TUMMY!**





**WHAT'S NICOLA'S BEST  
FEATURE?** THIS IS SUCH  
A DIFFICULT QUESTION.  
SHE HAS PERFECT BOOBS  
AND BEAUTIFUL EYES.  
IT'S UNFAIR TO MAKE ME  
PICK JUST ONE.

Photographer: ATOM





**What was it like to work with Nicola?** I have worked with Nicola on a number of occasions now and there is never a dull moment. We had a pretty busy day, shooting back to back up to 9pm and then we had a little sleep over with pizza. It was a really good day, despite my pizza showed up with no sauce. It was literally cheese on bread and I was livid.

**What was the funniest thing to happen at the shoot?** I think the funniest thing to happen was when our nipple pasties kept peeling off. Our boobs just wanted to party!

**Outside of modelling, do you have any other passions?** I'm really passionate about mental health and ending stigma and discrimination towards mental health issues. I'm starting college in September to do a health care professionals course which will enable me to go to uni to study further. I plan on working towards a career in social services, in particular mental health.

**Who has been your favourite model of 2017?** Chloe Mason. I've admired her work for a while and I was fortunate enough to work with her on two occasions recently. She is not only an incredibly talented model, but she is also sweet and hilarious, when she isn't shouting at me.


**What is the naughtiest thing you've done?** Oh this is hard! I was a right little shit when I was younger. A few years ago I was on holiday in Benidorm when me and this boy found a man passed out in our hotel corridor so we decided to squirt him with a fire extinguisher. The fire extinguisher happened to be full of blue power. I'm honestly surprised we didn't kill him. Poor fella will have woken up looking like a Smurf. I visit the same hotel every year with the girls and the hotel staff still remember me from that one incident.

**What's a guaranteed turn on for you?** Fit guys rolling cigarettes. The part where they lick the rizla is the money shot. I don't even smoke.

**Beards - Yes or No?** No! beards are face pubes! Yuck.



**SO HOW CAN A GUY IMPRESS YOU? HONESTLY,  
VULNERABILITY AND AUTHENTICITY ALWAYS IMPRESS ME.**

A full-page photograph of two women with extensive tattoos. The woman on the left has a nose ring and is wearing a black bikini top. Her tattoos include a large rose on her upper arm, a ship, a bird on her hip, and 'WE WERE' on her forearm. The woman on the right has long dark hair and is also wearing a black bikini top. Her tattoos include a large portrait of a woman on her upper arm, a tiger, and a portrait of a man on her hip. Both women are looking towards the camera.

**What's the worst idea you have ever had?** I once shaved my eyebrows off on holiday and spent a week getting sweat and sunscreen in my eyes. Eyebrows are important. Never underestimate your eyebrows.

**Finally, is there anything you would like to say to the Elite readers?** I would like to thank you for taking the time to view this feature. Your endless support is never taken for granted. Please feel free to follow me on facebook 'Fia Tee', Instagram @\_littlefia or on snapchat 'fia.'

**WHAT'S FIA'S BEST  
FEATURE?** IT'S HARD TO  
CHOOSE JUST ONE. SHE HAS  
A REALLY FLAT STOMACH  
AND SUPER LONG LEGS  
WHICH I LOVE, BUT SHE  
ALSO HAS AMAZING THICK  
HAIR WHICH I ADORE.

Photographer: ATOM







**Hi Nicola, welcome to Elite! How did you enjoy the shoot?** Hello again Elite! I loved the shoot! It's always a pleasure to join you guys and it always feels like it's been too long!

**What was it like to work with ATOM on this shoot?** It was great to finally get to shoot with ATOM, as although he was present at my last shoot for Elite we didn't get a chance to work together so was nice to be able to tick that box. He's a lovely guy and very easy to get along with so it never feels like work, more like catching up with an old friend. Also he took me to a cat cafe beforehand, that was a first for me and definitely a unique experience!!



**What was it like to work with Fia?** Working with Fia is always a pleasure, we work really well together and she's one of my best friends so we're always up to mischief and having fun on set. She's professional and works well without direction as well as being really funny and entertaining at the same time. I don't tend to work with the same people too much as it can seem a little 'clique-y' but I have worked with Fia on quite a few shoots, we have a natural chemistry and always manage to nail the shots. If I'm ever working on a project and need another model she's definitely one of my go-to models I would suggest first.

**What's your best feature?** I'd say my eyes, I get a lot of compliments on my eyebrows! My eyes are my favourite though as sometimes they're super green and bright and other times they look almost brown.

**What was the funniest thing to happen at the shoot?** Downing a load of Old J Spiced Rum I had stashed in my bag and taking over Elites snapchat with Creep Street stickers over our tits was entertaining.

**Outside of modelling, do you have any other passions?** I love spending time with my English Bulldog, Twinkle. I love dogs in general. I am one of those weirdos that will run up to you in the street, discarding all my bags on the way just so I can get a good cuddle in from your dog, regardless of whether I know you or not! I also love horse riding, r'n'b music, shopping, eating my body weight in carbs and spending time with friends and family.

**So how can a guy impress you?** By putting me in my place and being an alpha male! I can be very outspoken and a bit of a handful. I sometimes like to say/do things just to see if I can get away with it or not so I'm always impressed when someone stands up to me. Intelligence is impressive as well, if someone can teach me something I don't already know that's always a good thing.

**Who has been your favourite model of 2017?** Male model would be my partner Brad Quinn. Female model would be one of my other best friends, Chloe Mason. Both of them work really hard and consistently deliver amazing images.

Photographer: ATOM





**What is the naughtiest thing you've done?** Well, I once went through a field of wheat with some of my friends. The farmer wasn't too pleased about that.

**What's a guaranteed turn on for you?** Dry wit/humour and confidence verging on arrogance.

**Beards - Yes or No?** OMG, a HUGE beard yes! I love a good beard! Not too long, just a nice, well groomed beard. Can't beat it.

**What's the worst idea you have ever had?** I'd be here all day listing my terrible ideas! Not quite sure what the worst one would be now that I'm put on the spot but here's one...Thinking it would be a good idea to eat a Quality Street chocolate, strawberry cream to be precise, while I was in the midst of a laughing fit. I sneezed and it came out my nose, stinging like a bitch, making me cough my guts up. I was able to press down on my nostrils and they would stick together and slowly unpeel themselves for at least 3 days after and it was the only thing I could smell. Have never been able to stomach one since.





FINALLY, IS THERE ANYTHING YOU WOULD LIKE TO SAY TO THE ELITE READERS? THANK YOU FOR TAKING THE TIME TO READ THROUGH THIS INTERVIEW, AND FOR YOUR CONTINUED SUPPORT OVER THE YEARS! IF YOU WOULD LIKE TO KEEP UP TO DATE WITH WHAT I'M DOING MAKE SURE YOU FOLLOW ME ON INSTAGRAM @NICOLAPAPARAZZO OR TWITTER @NICOLAPAPYOUNG AND STAY AWESOME GUYS!



# DOWNLOAD FESTIVAL

8-10 JUNE 2017



There are four things you can usually assume about Download Festival; Great music, great community vibes, a week long recovery, and a torrential downpour. We got all of these bar one from this year's event.

## FRIDAY

Leading Main Stage proceedings this year are Australia's latest metalcore success, Northlane. They pull a good crowd, they sound good and they look good. No complaints there then, but there's more exciting rumblings elsewhere in Download.

Over on the tiny Firestone stage, Four Year Strong are racing through Rise Or Die Trying to a modest crowd of people fuelling up on food. They start strong but are soon drowned out by the overwhelming cheers and screams of Motionless in White over on the Main Stage; this is a set worth talking about. Not only is the crowd huge, but they sound polished and exciting, making their risky billing an absolute triumph.

Astroid Boys are South Wales' finest grime collective. A bit of a curve ball from Download, but every year they seem to put a few of these in the lineup. Hailing from the UK Hardcore scene anyway, Astroid Boys play a suitably heavy set of grime, mixed with metal and a whole lot of hype. An excellent way to get people pumped for the day ahead.

Next up is a new band. Holding Absence have been around for about a year or so, but with the monumental success of their first two singles, they have been picked up by a solid label and management. There's a lot of hype for their set and they live up to every single bit of it. A fruitful mix of haunting ambience, and crushing heaviness, filled with emotion from end to end.

Following on from their critically acclaimed album 'Forever', Code Orange have something to prove live with the enormity of that record. And boy do they deliver. A vicious three pronged vocal attack, and solid songwriting brought the Avalanche stage to the ground. The new songs sound coherent amongst the old material, and the confidence and bravado of the band knows no bounds on a stage of this size.

Over on The Avalanche Stage, Four Year Strong make a second appearance for an all too crazy set. They play hit after hit to one of the happiest crowds of the weekend, as a huge party pit opens up without any encouragement. This set has to be one to go down in history... Following them are Issues and the party only continues. The crowd eat up every second of Never Lose Your Flames and The Realist, and it all culminates in both Michael and Skye getting in the crowd to join the fun.



Fresh from a run in the states promoting their fantastic new album *Emperor of Sand*, Mastodon filled the main stage with riffs and headbangs a plenty. Considering the legacy of this band, there was a surprising amount of newer material in the setlist, but their set was executed with perfection. The sound at main stage can be incredibly patchy, but in the right spot, Mastodon have never truly sounded better.

Thrash/hardcore punk crossover band Suicidal Tendencies up next on the Zippo Encore stage. With the sheer energy and enthusiasm pouring out from the stage, it's difficult to believe that the band have been around since the early 80's. Tearing through what seemed like hundreds of songs, Suicidal Tendencies smashed through the crowd's collective hangovers and by the end of their set, the whole of the audience was beaming.

Onto a slightly lighter note now with Baroness. Download Festival was the British crowd's first chance to see the band for a little while, and with addition of new guitarist Gina Gleason, everything was up for grabs. And boy did she deliver. Adding another layer of alto vocals into the sea of complexity that is Baroness, it's the best we've seen the band as of late. An extremely promising future ahead.

Download Festival loves its dip into nostalgia territory. Good Charlotte have had a lull as of late, with nothing notable coming from the camp in the last decade. However, give the band 45 minutes late on at a festival, and they sure do fill it with absolute bangers. From the off, harking back to *The Young and the Hopeless*, crowd participation is the best we have seen at the festival all weekend. Good Charlotte not only have the songs to justify such a high position on the lineup, they also pull it off with precision.

Friday was always going to be about System Of A Down. It's rare we get a UK appearance from the metal legends from afar, so tonight the excitement is rife. Right from the opening chords of *Soldier Side* it is clear why they are headliners. As they smash through classic after classic, the crowd grows in size, in volume and in joy, and suddenly Download is a special place to be tonight. Although there is not fancy pyro or lighting, and there's little interaction from the band to the crowd, they deliver 30 songs including *Aerials*, *Hypnotize*, *Pictures*, *Psycho*, *War?*, and *Toxicity*. The set is intense and incredible and sugar-coated with many a signature strange noise. System Of A Down are in a league of their own and tonight proves that.

## SATURDAY

Download's 2017 Saturday Main Stage line up will forever live in the hearts of the emo generation. Bringing a new wave of emo are the mighty Creeper. They bring a whimsical, spellbinding set of moody goth-punk realness and it's evident that this moment is a dream come true for all on that stage. Vocalist Will, struts his way up and down the runway, pouring passion in to every lyric whilst the talented band adorning the stage behind him play with an energy so visceral you can probably still feel it in the Donnington air right now.

Following Creeper on the main stage are British tech metal daddies SikTh. This is the first time we have been able to catch them with new vocalist Joe Rosser. It was fantastic to see SikTh rise to the occasion. Their tracks, even with their complexity, sounded absolutely huge on main stage. A huge achievement for a technical metal band. They used the whole stage to its potential, finishing their set with Bland Street Bloom and a guest appearance from old vocalist Justin Hill.

Next up on the Zippo Encore stage were Suicide Silence. This is a band who have had the year from hell, due to the bad reception their latest self titled album received. This did not knock their spirits, as they managed to maintain a solid pace for the whole of their set, dipping into the back catalogue as much as they

played new tracks. Even controversial 'tee hee' track Doris sounded massive live. Other than some sketchy clean vocals, Suicide Silence sound as good as ever.

A triple threat of emo goodness fill a large part of the afternoon too. Of Mice & Men take the stage for the first time in the UK since they lost their vocalist Austin Carlile, and it's clear the crowd that greets them wait tensely to see how they'll cope without him. The once shy Aaron Pauley, now thrust in the limelight, takes his new position in his stride and feels like a natural frontman. They put on a faultless show and can walk away with their heads held high.

Pierce The Veil are natural showmen. They interact with the crowd the same way they do in a 500 cap. venue and they jump about with pure enthusiasm. Sadly they suffer with some poor sound, but in the brief breaks where it's bearable to be within hearing distance of them, Vic's voice is smooth as butter and the melodies surrounding him are exactly as they should be.

Because this year's Main Stage isn't complete with just one theatrical goth-punk wonder, AFI also take to the stage today. A blinding set, Davey Havok and co perform their way through the likes of Silver and Cold, Aurelia, and 17 Crimes. The crowd lap up every moment of the flamboyant flair AFI throw at them and it's hard to take your eyes off them. For a band who have been doing this for 20+ years, they've still got a big and bright future ahead of them.



Coheed and Cambria are currently over in Europe, performing their seminal album *Good Apollo IV* in full. Their set at Download consisted of material pretty much exclusively off that album, performing the likes of *The Suffering*, and *Wake Up* for the first time in many years. As always with Coheed and Cambria, the strength of Claudio Sanchez's vocals really pull through on bigger stages. Also special attention needs to be taken to the completely in sync rhythm section of the band, who have found their groove together to propel Coheed and Cambria to another level of tightness.

And then there's *A Day To Remember*. Toilets rolls, t-shirt cannons, pyro, fireworks and *If It Means A Lot To You*... It's awesome! Need we say more?

The surprise set of the weekend comes in the form of *The Devin Townsend Project*. Having not seen the band before, it was a phenomenal treat to catch them play a hugely varied mix of tracks from their back catalogue. Frontman Devin Townsend, as always, captivates the crowd with humour, intense flamboyance and technical proficiency. The backing band looked as though they were enjoying every second of the performance, as they pulled probably the biggest crowd on the Zippo Encore stage so far.

Saturday night sees the incredible trio that are *Biffy Clyro* close the day by headlining Main Stage. Many people in the lead up to their set had questioned whether Biffy were the right choice for a Download headliner. Are they rock enough? Are they Download enough? Well, they absolutely smashed it and put on what was the most memorable set of the weekend. Topless as ever and perfect as always, they riff and growl their way through new songs such as *Wolves Of Winter* and *Animal Style*, nation favourites such as *Many Of Horror* and *Bubbles*, and even take us back to the early days with *There's No Such Thing As A Jaggy Snake*. Frontman Simon, even gives his own little rendition of *Aerosmith's I Don't Wanna Miss A Thing*, with which he jokes that'll get him a bigger sing-a-long than anything Biffy would play. But he spoke to soon, as tonight, ending things on *Stingin' Belle*, the crowd scream back with nothing but pure adoration for this band. There's fireworks and nothing but an incredible feeling left at Download after that set.



**DOWNLOAD FESTIVAL**  
8-10 JUNE 2017



Photographer: Matt Eachus



Photographer: Matt Eachus

**DOWNLOAD FESTIVAL**  
**8-10 JUNE 2017**



A large firework explodes in the night sky, creating a massive, bright orange and yellow plume of smoke and sparks. Below the explosion, the silhouettes of festival attendees are visible, looking up at the display. The scene is set at night, with the firework providing the primary light source.

## SUNDAY

Moving away from the dad-rock vibe that rumbles through the ground of Sunday's line up, Grove Street Families are blowing up the Avalanche stage with some serious hardcore vibes. It's 12pm when they play, but looking at the energy the crowd are giving you'd think this was Friday night.

UK Hardcore band Blood Youth were next up on the Avalanche Stage. It is great to see that Download Festival have their ear to the ground with good underground music, and Blood Youth owned the stage for such an early slot. Blood Youth outdid themselves performance wise, with an incredibly commanding, professional show.

Swedish 'metalcore' band In Flames were next on the main stage. It must be difficult for a band to stay fresh when you go from defining a genre in the early days, to modern times. In Flames struggled to maintain the attention of the audience, as they played a set of mostly new material (which isn't particularly interesting anyway). This paired with frontman Anders Friden complaining about their rider, and not getting enough beer, was enough to turn even big fans of the band off them. By the time it came to their staple Take This Life, the crowd was largely sparse.

The biggest audience for a support slot so far amassed at main stage for a hugely anticipated Steel Panther set. Literally as far as the eye could see, the vast majority of festival attendees, were given a flawlessly performed set of classic rock, with a sexual edge. Crowd participation was at a peak whilst the band played 17 Girls in a Row, with a huge stage invasion. Steel Panther never fail to disappoint, and the stage banter in between songs was on par with the best we have seen them.

It's usually a bit of a tear jerker, when such an influential band announces they are going their separate ways, but there was not a damp eye in sight at The Dillinger Escape Plan. Not because people weren't upset that they are breaking up, but simply because their set was a celebration of what they've achieved as a band. Quite fittingly, they covered each and every one of their albums in what can only be described as the most chaotic set of the festival. A fitting end for an amazing band, finishing with an encore of Sunshine the Wearwolf and 43% burnt.

Over to main stage for another final UK festival appearance. Aerosmith were the Sunday headliners, and there was a sense of respect from the crowd. They might not be everyone's cup of tea, but boy have they been influential throughout their career. Their Download 2017 set was everything you would want to see for a farewell show. Pulling out every single one of their hits, interspersed with a few top-class Fleetwood Mac covers, and finally showmanship that is second to none. Frontman Steven Tyler, looking glam as ever, held focus, and pulled out one of the best performances we have seen from him in the last decade. Aerosmith might have been a regular headliner at Download, but we will sorely miss their presence in years to come.

Words by Alice Hoddinott and Kris Aarre



As fans queue in their hundreds to enter Hammersmith Apollo tonight, the question on everyone's lips is "How long has it been since we last saw Evanescence in the UK?" For many it's been years and years, and for many of those many it's been a long overdue show to attend. Although Evanescence don't tour in the UK that often, when they do they bring a show that will be remembered for a lifetime, and tonight, the second of only two UK shows, they certainly bring just that.

Opening for Evanescence tonight are Arcane Roots, a trio from the UK who are a more than fitting support for the rock legends. Andrew, Adam and Jack put on a theatrical performance in their own signature way. They play for 40 minutes but only deliver 6 songs, not that anyone is complaining when these songs are as epic and detailed as they are. The riffs are big and the instrumentals are long and complex; watching the three of them play in these moments is awe-inspiring, they play like this is their own show and it's truly impressive. Before closing with If Nothing Breaks, Nothing Moves, Andrew acknowledges how desperate the crowd must be to see Evanescence, and with that they make way for tonight's headliner.

Like all good rock bands, Evanescence follow a live formula that whips the crowd up into a frenzy of lost inhibitions and pure joy. The band enter stage left first to cheers, and as they begin playing the opening notes of

Everybody's Fool, Amy Lee runs onto the stage to huge applause and screams. It is obvious what this band means to all the fans here tonight and as Amy performs to the lucky fans in the front rows, the whole room is going insane. Evanescence play a long set full of favourites, many from their debut album *Fallen*. Going Under, Imaginary and Haunted all get plays. My Immortal creates a poignant moment in the night, as Amy performs to acoustic guitar, as if it wasn't spine-tingling enough in its original piano format. Of course, Bring Me To Life also gets its turn, ending the main part of tonight's performance to a crowd screaming back every word, almost drowning out the band themselves. It's nostalgia for so many in this room and it is epic.

It's not just the classics that are received with open arms however. Songs such as Lithium, Call Me When You're Sober, What You Want and Weight Of The World all sound as epic as the classics, so much so that the now feel like classics in their own right. Evanescence prove tonight that they are a true rock band: from how they interact with the crowd to how they interact with each other, from the drum solos to the unified riffs, to the lighting, to the cleverly chosen setlist. The whole night is just perfect and so worth the years of waiting for the return of a band who will forever be loved by everyone in this room tonight.

Words by Alice Hoddinott



TOLKIN-SLOWEHL!  
07.08.-11.08.2017

# PUNK ROCK HOLIDAY

## 7.8. MONDAY

MAIN STAGE  
WARM-UP SHOW

THE OFFSPRING  
PIGS PARLIAMENT  
JAYA THE CAT  
CLOWNS  
THE KENNETHS  
TRASH BOAT

## 8.8. TUESDAY

MAIN STAGE

PENNYWISE  
IGNITE  
THE REAL MCKENZIES  
FRANK CARTER AND  
THE RATTLESNAKES  
THE GENERATORS

BEACH STAGE

PETROL GIRLS  
DEADENDS  
7 DIALS MYSTERY  
BITTER GROUNDS  
ADVERSITY  
ALTITUDE  
FAST RESPONSE  
WASE! HEY! GO!

## 9.8. WEDNESDAY

MAIN STAGE

GOOD RIDDANCE  
ANTI-FLAG  
FACE TO FACE  
SLAPSHOT  
NO TRIGGER

BEACH STAGE

NOT ON TOUR  
HIGHER POWER  
START AT ZERO  
TEENAGE LOVE GUNS  
DAY OOF  
BANDAGE  
ACID SNOT  
NEVER BEEN FAMOUS

## 10.8. THURSDAY

MAIN STAGE

THE TOY DOLLS  
LESS THAN JAKE  
MADBALL  
TEENAGE BOTTLEROCKET  
PEARS

BEACH STAGE

GET DEAD  
69 ENFERMOS  
NOFNOG  
BONO!  
BARRIER REEF THE GREAT  
REAL LIFE VERSION  
WHY EVERYONE LEFT  
ACTIONMEN

## 11.8. FRIDAY

MAIN STAGE

PROPAGANDHI  
SNUFF  
88 FINGERS LOWIE  
CHIXDIGGIT  
UNDECLINABLE  
AMBUSCADE

BEACH STAGE

PARKO  
STRAIGHTLINE  
AFTER THE FALL  
SOMBULANCE  
PINHOLE DOWN  
LA ARMADA  
CORBILLARD  
WOAHNOWS

The story  
...THAT YOU NEVER  
HEARD BEFORE! THEY ARE  
ALIVE AND THEY ARE  
COMING TO CONQUER US...  
DON'T MISS THE...  
"PUNK-HEADS FROM  
OUTER SPACE!"

NOW IN  
3D

PLEASE, WE NEED SOME  
TICKETS  
NOW!!



**MADBALL**

**SUPPORT: GUILT TRIP, GROVE STREET FAMILIES  
CLWB IFOR BACH, CARDIFF  
26TH JUNE 2017**



We head down to Womanby Street in Cardiff to witness one of New York's finest, hardcore veterans Madball. The room fills slowly with bodies tonight, not that you'd be able to see anyone there's so much smoke being pumped out from the back of the room as Guilt Trip open up. There's an intensity and visceral power to the bands music on record however they show no signs of it live. They play a fairly static and lacklustre set from a genre that usually incites mosh pits and spin kicks at the drop of a hat. Perhaps the lack of any crowd participation is to blame for this but the same could be said for just that, there's not much to the bands performance. Grove Street Families immediately come out and ramp up the energy and get the CF10 contingent moving. Tracks from their brand new mixtape slide into the set with ease as they run through half hour of modern day hardcore with nods to the old school that clearly this room of different generations appreciate all the same.

SUPPORT: GUILT T



# MADBALL

RIP, GROVE STREET FAMILIES  
CLWB IFOR BACH, CARDIFF  
26TH JUNE 2017

After what feels like an eternity (a 40 minute changeover in fact) NYHC legends Madball are finally ready to do what they do best. Right from the off the band mean business and still remain one of the tightest bands in the game with a flawless set spanning their whole career. 'Set It Off' does just that as limbs go flying and almost knocks this reviewer on his arse stood on the edge of the chaos. Frontman and man mountain Freddy Cricien is on fine form tonight vocally and physically running about the stage and jumping like he did in 1994. 'DNA' and 'Hardcore Lives' from the last record of the same name sound colossal amongst the likes of 'Pride (Times Are Changing)' and 'Get Out'. Still here, still relevant, still teaching everyone else how to do it, Madball ladies and gentleman, long may they reign.

Words & Photos by Joshua Clarke



**311 - Mosaic****BMG | Release Date: 23rd June 2017**

Since the early 90s, Omaha 5-piece 311 have managed to gain a hardcore cult following through their unique blend of reggae, rock and funk-metal. With every album they have stuck to their blueprint but have also experimented with their sound. Mosaic, the band's 12th studio album has some good examples for both cases among its 17 tracks. Album opener Too Much To Think, Island Sun and Inside Our Home provide the more chilled, Sublime-like reggae vibes whilst highlights like Perfect Mistake, Too Late and The Night Is Young showcase some of the heaviest riffs that Nick Hexum (vocals/guitar) and Tim Mahoney (guitar) have possibly ever produced. 'Til The City's On Fire is possibly the album's most pop-sounding track, similar to No Doubt's later more dancehall influenced work. As catchy and enjoyable as these all are, the majority feels overproduced due to unnecessary dubstep "wubs" and other such modern music traits. Even Chad Sexton's iconic drumming sounds programmed in parts. There is also a recurring use of long build-ups which gets old pretty quickly. Despite these faults, there is the sexy and soulful Places That The Mind Goes, the erratic and bombastic One And The Same and the funky Days of '88, which sees co-vocalist/DJ/rapper SA Martinez take lead vocals on a Living Colour-style jam. These all help bring a little needed variety to the table that really showcase the band's talents and creativity. Mosaic might not be a groundbreaking modern classic for 311, but there are enough songs on it that pleasantly surprise and almost counter-balance the disappointments and obvious attempts at attracting Millennials.

Words by **Jonathan Miller****Faces of Eve - Self-titled****Release Date: 25th August 2017**

Faces of Eve are a hugely unconventional band. They blend soulful, Jonny Craig inspired vocals with dj-like groove metal. A strange mix on paper, but the Hertfordshire band manage to create something sonically fresh on this debut LP.

The sense of expectation for convention throughout is regularly blasted out the water. For example, their songs regularly build up and up with the expectation of a breakdown to follow, but FoE go into more melodic, mellow sounds instead. This is a sign of intelligent song composition, and the more frequently your expectation is stifled, the more attention you pay to the tracks.

Opening track Sanctuary for Heavy Hearts is probably the best arrangement on the LP, it blends catchy hooks seamlessly into their interesting sound. Unfortunately this isn't consistent throughout the record; Benjamin Black is clearly an incredibly capable vocalist, but at times on this record it seems as though he still has some room for improvement. A little more bite, passion and catchy vocal hooks throughout could really push Faces of Eve towards an even more promising future, but that's not to do the band a discredit! The self titled LP is a fantastic first step into their musical journey, and there are a lot of ingredients present success.

The future looks promising for these guys, so keep your eyes and ears peeled!

Words by **Kris Aarre**



### Obey The Brave - Mad Season

Epitaph Records | Release Date: 2nd June 2017

Canadian hardcore bruisers Obey The Brave return with their third full length album Mad Season. Recording proved to be a stressful and drawn out period for the band as their first producer disappeared without contact taking with him all recorded material and forcing the quintet to move on and start again. Does this stop start journey affect Mad Season at all?

'On Thin Ice' opens up the record in typical Obey The Brave fashion with hulking beatdowns and an intensity not many of their peers can match. However, somethings different this time around; the band have purposely worked on their craft with clean singing sections better executed than on previous releases. The big, brash and down right dumb hardcore still comes in the form of 'On Our Own' and 'Low Key' but Mad Season isn't just a collection of riffs and songs the whole album flows seamlessly from start to finish. 'Les Temps Sont Durs' continues the tradition of OTB singing a song in french while the obvious and massive surprise is 'RIP'; a rap/hip hop influenced crossover track that is essentially a French-Canadian rap group Loud Lars Ajust with OTB.

Mad Season is the most ambitious and consistent release from Obey The Brave as they continue their steady rise up the ranks.

Words by **Joshua Clarke**



### Oceans Ate Alaska - Hikari

Fearless Records | Release Date: 28th July 2017

It has been over 2 years since their debut album 'Lost Isles' exploded onto the Metalcore scene in 2015, but Birmingham-based outfit 'Oceans Ate Alaska' are finally back with a vengeance with their 2nd full length studio album 'Hikari'. It also sees the introduction of the new lead vocalist Jake Noakes after the departure of James Harrison. As one of the most technically sound bands in the Metalcore genre, it is no wonder that there has been such a high sense of anticipation amongst fans waiting for this album to hit the shelves, and that time has nearly come! Most people will be asking the question 'What does 'Hikari' mean or stand for?' This is the Japanese word for 'light' and epitomises just how much the band have developed and progressed in the Music industry since they formed back in 2010. It isn't very often that you hear bands' having Japanese influences in their music so I think that Oceans Ate Alaska have really found a niche in the market here! People who have followed the band from the early days will know that their first vocalist James Harrison had such a powerful voice and will be doubting if Jake Noakes can fill his boots, but I can reassure you that Jake has taken the band to a whole new level with 'Hikari'! Combined with the skilled quartet of guitarists Adam Zytkeiwicz and James Kennedy, bassist Mike Stanton and the award-winning drummer Chris Turner, this album delivers verses, choruses, riffs and melodies in hugely monumental proportions that could break through the stratosphere of the universe! This 11-track masterpiece offers listeners the traditional Oceans Ate Alaska sound with lots of traditional Japanese instruments with tracks such as 'Benzaiten', 'Covert', 'Birth-Marked' and the brand new single 'Escapist' all offering a unique blend of musical stories and melodies in their own right. It is so easy to hear just how hard these five lads have worked over the last 2 years and I think that Hikari is going to be a benchmark album in the Metalcore genre in 2017.

Oceans Ate Alaska are back and are here to stay!

Words by **Kristofer Billingham**





## Papa Roach - Crooked Teeth

Eleven Seven Music | Release Date: 19th May 2017

Back with their 9th studio album 'Crooked Teeth', Californian rock veterans 'Papa Roach' have been one of the most established and popular rock bands in the modern era since their debut album 'Old Friends from Young Years' hit the shelves all the way back in 1997. A lot of fans have criticised Papa Roach in recent times for leaving their old musical routes behind, but it seems as though Jacoby Shaddix and the gang may have regained a love for their much loved full-on (no holds barred) approach! A string introduction on a Papa Roach album?? Yes you are hearing this correctly as there is a beautiful opening of violin notes combined with a quintessential piano melody on the opening track 'Break The Fall!' This is before listeners are greeted with a typical grunge guitar riff and sharp, destructive vocals from front man Jacoby Shaddix. It is very noticeable from just this track alone that Shaddix is using a lot more rap-like verses and choruses that weren't as present on previous albums such as 'The Paramour Sessions' and 'Metamorphosis'. This album keeps delivering track after track in so many different ways and on so many levels, but keep a particular ear out for 'My Medication', 'American Dreams' and 'Help' which offer something a little different but still manage to stick to the true roots and core values of the band. There are also guest vocal appearances from Skylay Grey and Machine Gun Kelly on the tracks 'Periscope' and 'Sunrise Trailer Park' respectively. It is easy to say that Papa Roach seem to have listened to their fans when it came to composing this album as it feels like that they have restored a great sense of passion in every single vocal note, guitar riff, drum beat and bass line which seem to have lacked in their other albums in recent times. Whether you are a hardcore Papa Roach fan, love rock music as a whole or just want to check out something brand new, then 'Crooked Teeth' is the album for you! Make sure you check out the full deluxe edition which includes 3 brand new bonus tracks and the full live album 'Papa Roach: Live At Fillmore Detroit' as this is a right treat!

Words by Kristofer Billingham



## Rancid - Trouble Maker

Epitaph Records | Release Date: 9th June 2017

Rancid's success through the years has been achieved by their ability to mix Oi!, ska and hardcore punk, but remaining fresh and relevant at the same time! Trouble Maker, the band's 9th studio album has that similar vibe that fans have grown to know and love, but at the same time lacks much originality. There are a lot of songs with catchy choruses including An Intimate Closeup of A Street Punk Trouble Maker, Make It Through and Molly Make Up Your Mind, but only a few songs see the band taking some musical risks. Although ska is nothing new to Rancid, Where I'm Going is the only ska track on the record and has an uptempo rock 'n' roll feel fit with a Chuck Berry style solo from guitarist Lars (Frederiksen) making it an uplifting highlight. With a similar old time flavour, Bover Rock 'n' Roll's Status Quo rip-off riff makes the song feel a bit too familiar. As fun as it is, it is too polished and not as powerful as it could be; Album opener Track Fast, midway track All American Neighbourhood and the final track This Is Not The End are the nearest to the street punk/hardcore genres on Trouble Maker making them nice surprises for listeners, but sound like demos of earlier work. Most of Trouble Maker comes very close to Social Distortion territory, with Country-like arrangements and chord progressions over more uptempo and hard-hitting drums. Even with Tim Armstrong's unique snarly vocals, you sometimes need to remind yourself what you're listening to. It's great that Rancid have delivered yet another fun record that die hard fans should be happy with, but sadly Trouble Maker is pretty disappointing when compared to the rest of the bands discography...

Words by Jonathan Miller





### Single Mothers - Our Pleasure

**Big Scary Monsters | Release Date: 16th June 2017**

Single Mothers are a truly unique band; No one else sounds like them, no one else performs like them, and no one else is them! That is why their second full length album *Our Pleasure* is an album to digest and to enjoy in abundance. Following on from their 2014 debut album *Negative Qualities*, Single Mothers have spent three years nurturing their talent to create an album that is more together and more polished, or at least as polished as punk can get! Where *Negative Qualities* was messy, erratic and poorly produced, *Our Pleasure* is much more shiny and bold. There are still the frantic urgencies of chaos, for example *Well-Wisher* could easily fit in with the craziness that the likes of *Marbles* creates, but songs such as *Leash* and *People Are Pets* show us another side of Single Mothers, one that gives us the opportunity to sing along the way we would for our favourite indie bands. The riffs of *Rollercoaster* and *High Speed* get you moving, whilst the bounce of *Undercover* gets you grooving, and the Weezer-esque melodies of *Bolt Cutters* is just the cherry on top of a rad album.

One of the highlights of *Our Pleasure* is the continually unique voice that vocalist Andrew Thomson has to offer. It is him that makes Single Mothers such an attraction, and him who accents the whirling instruments around him in a way that makes them alluring. *Our Pleasure* offers an extra string in the bow of Single Mothers and it sure is exciting. Who knows what album three will have to offer...

Words by **Alice Hoddinott**



### Suffocation - ...Of The Dark Light

**Nuclear Blast Records | Release Date: 9th June 2017**

New York legends of death metal Suffocation return with their eighth album entitled *...Of The Dark Light*, and it proves without doubt that the band are still masters of their craft to the highest level!

The technical genius of the band has been a standout for them since they began back in the early 1990s, and is still very much at the forefront of their sound. That combined with the pummeling nature of the music means that *...Of The Dark Light* is very much a must have album for all fans of death metal.

Suffocation have had a lineup change for this album (their new drummer and rhythm guitarist joined last year), but you cannot hear the difference as their chemistry as a unit remains untouchable, and when you hear songs like *Your Last Breaths*, *Return To The Abyss* and *Some Things Should Be Left Alone*, you would think that they had been playing together forever! The deathly groove that Suffocation are known for is there throughout, and it is great to hear new material from the band with Frank Mullen, in particular showing why he is one of the (if not, the) most formidable vocalists in metal. This combined with astounding performances and spellbinding guitar skills from Terrance Hobbs proving again what a phenomenal player he is means that Suffocation are really on top of their game with this album!

Even if you have a passing interest in death metal, this is a must have album and shows exactly why Suffocation are such a highly regarded band in the Music industry!

Words by **Gavin Brown**





## The One Hundred - Chaos + Bliss

Spinefarm Records | Release Date: 2nd June 2017

Despite the long wait for The One Hundred's debut album *Chaos + Bliss*, the highly anticipated release did not disappoint. Their ability to mix genres such as metal, rap and electronica together is almost flawless; the record has such a versatile sound with each song focusing on different structures and sounds. However, there are a few songs that blend together so much that you could listen to the album through and not realise you've listened to three songs instead of one!

The second single *Monster* features a catchy chorus surrounded by thought provoking rap verses and a simple electronic beat with their signature heavy guitar riffs soon joining in. *Boomtown* gives an insight to something a little different; Jacob Field's aggression and distaste for the government and society is shown beside the sweet and soothing sound of the female guest vocals before the song drifts into a drum and bass medley.

Despite a few bland moments, this album suggests that The One Hundred know exactly what they want to achieve and are capable of doing so in the future so who knows what lies ahead from these guys!

Words by Emily Young



# ELITE: UPRISING

## WALLFLOWER

Wallflower are five boys from South London making some of the most beautiful alternative music around today. They're underrated and understated but more than deserve some love from you beautiful people. They'll gently lull you into sways and then they'll have you singing back their laments and torments with real passion in no time at all. They've been busy hitting the festival circuit, plus they have a new EP due mid-August. They'll also be supporting Milk Teeth on tour this summer so get to a show early and check out Wallflower!



## VILLES

Leading a new wave of post-hardcore, Villes lead with a sound that fuses electronics, with synths, dirty vocals and melodies. Sounds intense right? Well, sometimes music is all about hitting you square between the eyes and its likely Villes will do just that. Currently based in Signapore, it's unlikely we're gonna get a UK tour any time soon, however, they have just dropped new album, *The Cure*, for you to indulge in. If you like it enough, badger them on social media and get them over here for a UK tour ASAP.



## SPARROWS

Hailing from Canada, Sparrows are "four dudes who like to jump and break stuff." That's their words, not ours, but if that's anything to go by then chances are their live shows are something to behold! It's not just their self-professed chaos that gives us that impression, listen to their debut album, *Let The Silence Stay Where It Was*, and you'll get an idea of just how worthwhile they are. They don't sound like anyone else around right now, and that is a feat in itself. Go listen to them immediately.



Words by Alice Hoddinott



**Hi Jasmine could you please describe what you do for a living and how did you get into it?** I applied to a Babestation casting a very long time ago and Michelle Thorne approached me because she liked the way I looked. I looked really young and innocent and that's how I started through her really.

**Favourite scene you have filmed?** Home invasion for Brazzers or Launderette for Brazzers.

**How did you get into the Pure Rally?** One of my friends was on the rally and Mel (the owner) was asking for new girls that are professional and he booked me on one and ever since then I have been on every single one.

Photographer: Janko Smejkal



*Wild & Sons Present*

**JASMINE JAMES**

**W&S**

**P**



Wild & Sons vehicles on show  
1961 Chevrolet Corvette  
1935 Ford 2 Door Coupe  
Rat Rod Project  
1992 Chevrolet Camaro





**We see you did the Wild & Sons shoot featured in this issue and how did you enjoy it?** I really enjoyed it obviously it was my first time shooting with cars so it was nice to do something different.

**Any exciting things your doing coming soon?** I have been setting up a webcam site which will hopefully be launching very soon.

**Any new adult scenes coming soon?** I don't think so but Fake Taxi approached me about coming back shooting for them, but at the moment nothing is coming out.

**We have heard a Jasmine James store is coming soon with all sorts of goodies, is this true?** Well when I went to Thailand I met some friends who have stores out there and they obviously saw I had a big fan base and they wanted to see how it would go with doing my own tops and then further down line maybe perfumes.

**How many tattoos do you have and what and where are they?** I have 6. My left lower arm which is a butterfly, the word 'love' written on my finger on the left hand, the word 'unbreakable' on my right foot, a skull on my right lower arm, a butterfly on my upper middle back and then a zombie pinup on my upper right leg.

**Favourite top 3 things to happen this year?** Definitely working with Wild & Sons as I have wanted to shoot with cars and get into different magazines. Going to Thailand was really cool and getting my confidence back.

**We have heard you have retired from the industry is this true?** No I never retired I just stopped to do other kinds of work and enjoy my life.

**Who would you like to shoot with adult wise?** I always wanted to shoot with Lisa Ann, but she has retired now. Some other big names would be Sara Jay and Sophie Dee.

**What is it about Wild & Sons which attracts you to them as a company?** When they first came on the Pure Rally and started talking about the cars and discussing photo shoots with the cars.

**How did you get involved with TV?** One of my friends actually produces at Studio 66 and I have been working there since November last year.

**How was it working with the photographer Janko Smejkal?** I really enjoyed it as it's always nice to work with new photographers as you get to see how they work.

**How was it working with the model Rhiannah Rose?** Amazing, as she is a really nice girl. We had a laugh and that's rare to have a laugh with another girl on a shoot.

**Where can people find you online?**

Twitter @jasminejamesxx1.

Instagram @officialjasminejames207.

Snapchat @Jasminejames207.

Youtube @theofficialjasminejames.

Facebook @officialjasminejames.

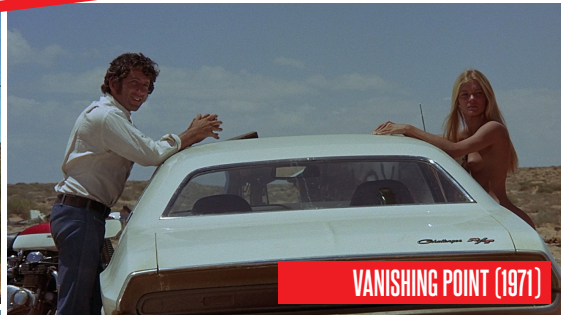
**Biggest celebrity you have met or worked with recently?** Wayne Lineker, Callum Best, TOWIE's Kirk and Georgie Shore's Aaron.



# WILD & SONS MUST-SEE UNDER RATED CAR MOVIES



DUEL (1971)



VANISHING POINT (1971)



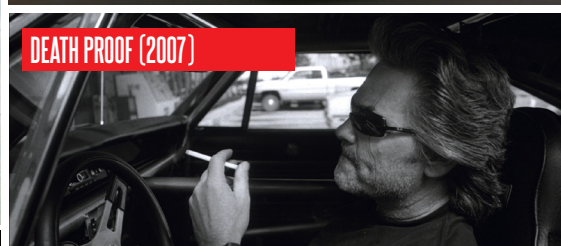
THE GUMBALL RALLY (1976)



MAD MAX (1979)



TWO LANE BLACKTOP (1971)



DEATH PROOF (2007)





THE CANNONBALL RUN (1981)



SMOKEY AND THE BANDIT (1977)



THE BLUES BROTHERS (1980)

**NEXT ISSUE** WILL INTRODUCE  
**RHIANNAH ROSE** AND THE FIRST LOOK  
 EXCLUSIVE OF THE **WILD & SONS**  
 POST-APOCALYPTIC MEAN MACHINE.

Photographer: Janko Smejkal



# ELITE: JULY ROUNDUP

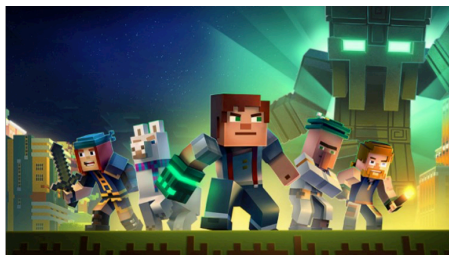
## OUT THIS MONTH THE BIGGEST RELEASES COMING OUT THIS MONTH

**Final Fantasy XII the Zodiac Age** (PS4, 11th July)



A HD remastering of the divisive PS2 classic, this version includes content from the previously Japan-only International Zodiac Job System version of the game, along with a refreshed soundtrack.

**Minecraft: Story Mode - Season 2**  
(PC, Xbox One, PS4, Mobile, 11 July)



Yep, there's enough story in Minecraft for Telltale Games to produce a whole new season of content, apparently. Rejoin Jesse and his pals on a new adventure involving a creepy underwater temple.

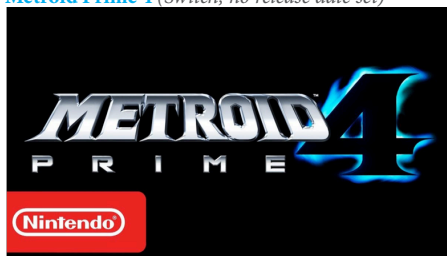
**Hey! Pikmin** (3DS, July)



A 2.5D side-scrolling spinoff from the main Pikmin series, you'll guide Captain Olimar and his Pikmin troops to gather sparkplum seeds in order to repair their crashed space ship.

## ON THE HORIZON GAMES WE'RE LOOKING FORWARD TO

**Metroid Prime 4** (Switch, no release date set)



Okay, so we literally know nothing about Metroid Prime 4 except the fact that Prime developers Retro studios aren't involved. But it's still enough to get us excited.

**Forza Motorsport 7** (Xbox One, 7 November)



We knew there would be a new Forza game out this year, but we didn't know it would look this good. 4k 60fps gameplay and new dynamic weather and day / night cycles, along with over 700 cars, should make this the biggest game yet.

## Shadow of the Colossus (PS4, early 2018)



It might have already been remastered for the PS3, but Team Ico's seminal giant killer is now coming to the PS4 with a total overhaul that looks incredible.

## Anthem (PS4, Xbox One, PC)



BioWare finally revealed their new project, and it's a sprawling, multiplayer, open world RPG that looks glorious.

## GAMES WE'RE LOOKING FORWARD TO

### Venom Multiformat Arcade Fight Stick (PC, PS4, Xbox One, £59.99)



This new Fight Stick controller from Venom is a doozy. Portably sized so you can use it on your lap or on a tabletop, with a 3 metre cable, it can be used with PS4, Xbox One, PC, and even Xbox 360 and PS3. The eight button layout makes it perfect for pretty much any fighting game, and has even been designed with modding support in mind so it's components can be swapped out. At under £60, it's a steal.



# E3 2017 ROUNDUP

Well, that was E3 over for another year. But how did everyone do?

## MICROSOFT



*Phil Spencer, head of Xbox, led the Microsoft Press Conference.*

Microsoft led the E3 conference charge, and put forward a pretty respectable showing. The headline of course was the Scorpio - now known as Xbox One X - Microsoft's answer to the PS4 Pro, which is being touted as the most powerful console ever made and capable of delivering true 4k, 60fps gaming content. After diving into the tech specs of the machine for a little longer than was necessary, Xbox head Phil Spencer made sure that the rest of the conference was about the games, and showcased no less than 42 titles, all of which are due for release within the coming year. The conference closed out with Bioware's Anthem, a great showcase for the Xbox One X, and the pricing announcement setting the new machine at \$499. It wasn't a stellar conference, but it did what it needed to do. The price turned out higher than hoped, though Microsoft did impress with the performance and quality of the visuals in the games it showed. It also promised all games will be compatible with the original Xbox One as well, which we expected but its good to have confirmation.



There was an unexpected announcement that the Xbox One backwards compatibility program would be expanded to include original Xbox titles, starting with Crimson Skies, which went down a storm with the E3 crowd.

And what about the games? There were certainly plenty of them, and Microsoft did a decent job of countering the lack of Xbox exclusives with a raft of new titles, though all first party titles are coming to PC with the Xbox Play Anywhere program. There was no real killer app to make the audience sit and take note and really sell the One X, but plenty of interesting offerings.



*Forza Motorsport 7 is rather good looking.*

First party titles set a high bar, with Forza Motorsport 7 leading the way with flair, promising 4k gameplay on One X and bringing dynamic weather and time of day to the racetrack. Rare's Sea of Thieves got an extended showing, and it looks like a fun, varied Pirate adventure. Crackdown 3 only got a brief montage, with Terry Crews acting as the front man, whilst Super Lucky's Tale packed in plenty of retro charm. Gorgeous sidescroller Cuphead finally got a release date, and cyberpunk, Flashback-esque The Last Night was dripping with style. Personally, the piano-accompanied reveal of Ori and the Will of the Wisps, a sequel to Ori and the Blind Forest, was the highlight, showcasing staggeringly beautiful artwork and a haunting introduction that was heavy on the feels.



*Sea of Thieves exudes the usual Rare charm*

Third-party reveals included State of Decay 2, which looks like a worthy upgrade over its predecessor, a console-exclusive port of Player Unknown's Battlegrounds, an all-too-brief teaser for Tacoma, and the extended gameplay reveal of Bioware's stunning-looking Anthem.

## SONY

Sony's conference went for a markedly different tone to the Microsoft showing, instead opting for a shorter conference with the spotlight on a few key games. The problem was, the vast majority of these games were also shown at E3 last year, and many of them still don't have release dates or much in the way of additional information. Some trailers were presented utterly devoid of context - we still have no idea what mouse-starring PSVR title Moss is about, for example - whilst others delved into somewhat jarring vertical slices of gameplay. Strangest was Sony's decision to showcase the titles coming out in the next few months in a video stream before the conference - which meant titles like GT Sport and Knack 2 didn't even get a look in for the conference proper.



*The stunning GT Sport was absent from the Sony Press Conference.*

What we did see was a handful of upcoming first-party titles, with a VR segment awkwardly shoehorned in the middle. Uncharted: Lost Legacy, the standalone spin-off from Uncharted 4, kicked

things off, and looked every bit as fun and well-written as the core game. We got a new look at the as-yet-untitled God of War game, which sees Kratos and his son (?) venturing into Norse mythology, and the surprise reveal of a spectacular looking total remake of Shadow of the Colossus. A snow-swept expansion for Horizon Zero Dawn was revealed, and reminded us all how much we wanted more Horizon, whilst a look at David Cage's Detroit: Become Human highlighted how incredible Quantic Dream's performance capture technology is, though at the same time revealed some clunky writing reminiscent of Heavy Rain. We saw another gameplay demo of Days Gone, which boasts impressive hordes of zombies and a hopelessly dull main character. It was left to Insomniac's Spider-Man game to close the show, which boasted a whole lot of awesome-looking web-swinging, Spidey quips, and a lot of QTEs.



*Insomniac's Spider-Man*

The VR segment at least showcased some new titles, including FPS Bravo Team, the aforementioned, adorable-looking Moss, quirky No Heroes Allowed and a reveal of Skyrim for PSVR. Which will apparently be sold as a standalone game, because reasons.



*The charming No Heroes Allowed VR*

It all ended as with a presentation that felt remarkably flat for a company that's riding high on the sales of 60 million PS4s and a million PSVRs, with very little in the way of new information or games we hadn't already seen. Presumably Sony is keeping some of its

biggest guns in reserve for its own PSX event later this year.

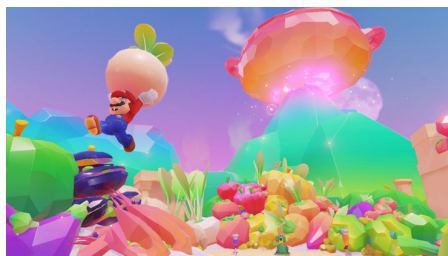
## NINTENDO

Because Nintendo always likes to do things differently, instead of holding an E3 press conference we were treated to a 30-minute Nintendo Direct video instead. The brief runtime was just enough to focus on the games, and it seems like Nintendo has a lot of them in the works for the Switch. There was no chest-beating or self-congratulation, no pomp and ceremony, just a back-to-basics stream of announcements of new games and extended looks at what we'd only glimpsed before.

The brand new game announcements begun with a beautiful-looking Kirby title, followed up by a new Yoshi game with a beautifully realised cardboard world to explore. We were given an example of how Nintendo is finally embracing online and multiplayer gaming with the announcements of tournaments for Splatoon 2, Pokken DX and Arms, before being teased with the revelation that a new Pokemon is being developed for the Switch. Oh, and there's Metroid Prime 4 on the way, too....



*Xenoblade Chronicles 2 is opting for a brighter, more colourful look than its predecessors*



*There's so much of Super Mario Odyssey its hard to know where to begin to work out what the game involves.*

The whole thing was typically Nintendo, and whilst the Metroid and Pokemon announcements were clearly way in advance of us being able to see anything of the games, what Nintendo did have on show was pretty compelling.

## DEVELOPERS

### ACTIVISION

Activision put on a rather muted showing this year, with just a couple of games on display - but they're pretty heavy hitters. Bungie had already revealed Destiny 2, of course, but it looks set to retain all the best bits from the first game whilst ejecting some of the less welcome elements. Call of Duty WWII has similarly been revealed prior to E3, but we got an extended look at the gameplay this time around and it's clear Sledgehammer is going for a dramatic, cinematic take on the Second World War.



*Call of Duty returns to World War II, and looks suitably gritty.*

### EA

Once again, EA held its own EA Play event just outside E3, where it was showing its biggest properties. Anthem was the clear highlight, the new Bioware title that looks to combine Mass Effect and Destiny with some remarkable visuals. A Way Out puts forced co-op at the forefront, but looks to offer something genuinely unique. Sports games were featured prominently, from NBA Live to Fifa 18, and there's a new Need for Speed in the form of Payback, which looks even more Burnout-y than ever before, complete with a Fast & Furious style story mode. The biggest name there was Star Wars Battlefront II, of course, which will capitalise on the success of the last game with the inclusion of a sizeable story mode.

Words by Alice Hoddinott



*Those look like Stormtroopers, so this must be Battlefront II, but the explosions speak of Michael Bay.*

## BETHESDA

The Bethesda conference was a strange affair, replete with twee animations in a styled 'Bethesdaland' video. Most of what they had to show was a little underwhelming - there are VR-ready versions of Fallout 4 and Skyrim on the way, along with a Doom VR experience entitled Doom VFR. No prizes for guessing what the S stands for. A Dishonored DLC was revealed, which sees us once again donning the boots and trenchcoat of Imperial Assassin Daud, and a follow-up to Shinji Mikami's Evil Within looks to be full of horror, blood, and yogurt, for some reason. Machine Games stole the show with the announcement of Wolfenstein II: The New Colossus, which embraces the weirder aspects of the previous game, moves the story over to America, and includes a wheelchair FPS section.

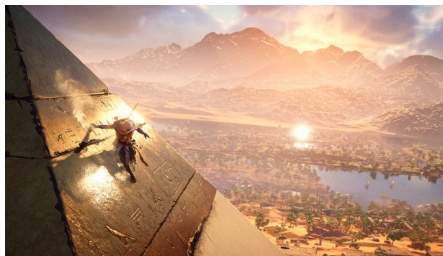


*Evil Within 2 will potentially feature some epic nosebleeds.*

## UBISOFT

Foregoing the tradition of shoving foul-mouthed Aisha Tyler on stage for its press Conference, Ubisoft instead handed over the reins to the implausibly French Yves Guillemot. The company delivered a solid showing, revealing a new Assassin's

Creed game in the form of Origins, which takes the story back to ancient Egypt, and the expected Far Cry 5 reveal, which moves the series to the state of Montana but keeps the basic formula intact, for better or worse. One unexpected announcement was Pirate game Skull & Bones, apparently putting the ship combat mechanics from Assassin's Creed IV: Black Flag to good use. Oh, and we finally got a new release date for South Park: The Fractured But Whole, a name that doesn't get any funnier no matter how many times you say it.



*Assassin's Creed: Origins features Pyramid-sliding...*



*...and Far Cry 5 features dogs with assault rifles.*

Where Ubisoft truly surprised wasn't with the reveal of a new Rabbids game, a Mario-crossover that had been leaked before the event, but with the fact that Yves Guillemot dragged Mario creator Shigeru Miyamoto up on stage, brandishing an arm-cannon straight from the Mario & Rabbids: Kingdom Battle game. Even stranger, the game - which features Rabbids dressing up as Mario characters - is taking the form of an XCOM style turn-based, tactical shooter.

And just in case things weren't weird enough, Ubisoft also teased the audience with a new trailer for Beyond Good & Evil 2, a sequel that's already 15 years in the making.

## BANDAI NAMCO

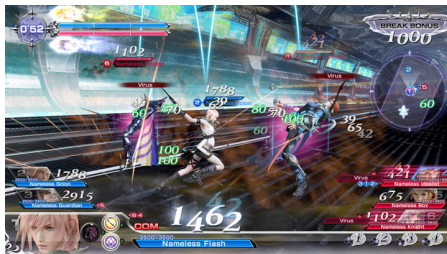
This year's showing from Bandai Namco was relatively small - we suspect they might be saving stuff for TGS - but what was on show was pretty interesting. Project Cars 2 hopes to elevate the fledgeling racing series to Gran Turismo and Forza heights, but in its own inimitable way. Ni No Kuni 2 looks set to deliver the same beautiful Studio Ghibli art style as its predecessor, but is going for a more action-based feel. Code Vein was notable by its absence, but Ace Combat 7 is ready to bring more of the same aerial dogfighting and bonkers storyline that has made the series so unique. Bandai Namco was also showing off Arc System Works' implausibly good looking fighting game, Dragonball Fighter Z.



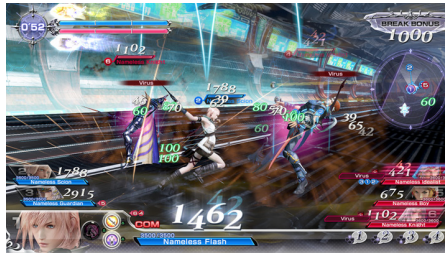
*Project Cars 2 will probably be just as tough - and rewarding - as the first game*

## SQUARE ENIX

There was an unsurprising Final Fantasy theme dominating Square Enix's E3 showing - not much of a shock given the success of Final Fantasy XV and the recent divestment of Hitman developers IO. The expected Tomb Raider sequel didn't materialise, nor did we get to see any of the Marvel games the publisher is working on, so it was left to remakes, expansions and prequels to fill out their portfolio.



*Dissidia Final Fantasy NT isn't even the most confusing name in the Dissidia series.*



*Dissidia Final Fantasy NT isn't even the most confusing name in the Dissidia series.*

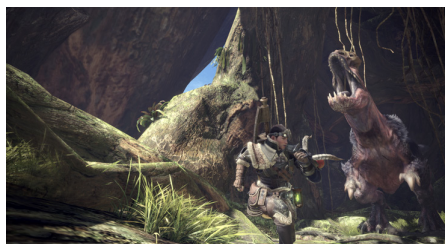
Dissidia Final Fantasy NT - a port of the Dissidia arcade, itself a remake of the PSP Dissidia titles - looks glorious, and its fun to see old characters revisited this way. Final Fantasy XIV expansion, Stormblood, is already out and is proving a hit with fans of the excellent online RPG. Meanwhile Final Fantasy XII remaster, the Zodiac Age, is here soon, and it'll be followed by Life is Strange: Before the Storm, a prequel to the original game that has more than a hint of Twin Peaks' Fire Walk With Me about it.

## CAPCOM

Capcom's presence at E3 was fairly limited. The showcase was Marvel vs Capcom Infinite, which looks... well, weird, especially when it comes to Chun Li's face.



*The design of Chun Li's face in MvC Infinite has not been well received.*



*I'm not convinced this Monster Hunt is going to end well.*

Moving swiftly on, we did get one brand new game reveal, in the form of an open world Monster Hunter game fittingly titled Monster Hunter World. There's been some concern that the game has a more realistic art style and might abandon the series' more humorous, light-hearted trappings, but it looks gorgeous and there's a whole host of new monsters to battle.

## SEGA

Sega brought a mixed bag of goodies to E3, with a particularly strong Yakuza flavour tempered by the sweet science of a classic style Sonic and the grim world of Warhammer. Yakuza Kiwami and Yakuza 6 are both coming to the West, with 6 being especially exciting - it's the first new Yakuza game built specifically for PS4, and it looks magnificent. Kiwami, meanwhile, is a Yakuza-goes-feudal, taking the trademark gameplay of the series to feudal Japan.



*Sonic Mania is full of retro charm.  
And twin-tailed foxes.*



*The Lizardmen in Total War: Warhammer II can ride raptors into battle. Chris Pratt should take notes.*

Total War: Warhammer II brings three new races - Lizardmen, High Elves and Dark Elves - and the Aztec jungles of Lustria to the game, opening up an even larger game world to campaign in. Sonic Mania is being developed with long-time Sonic fan Christian Whitehead, and is shaping up to be a classic, side-scrolling Sonic game in the vein of the Mega Drive originals.





## DAY OF INFAMY

(PC, Out Now)

Day of Infamy is one of several historically themed first person shooters released so far this year, focusing on historically accurate units and guns from the world war 2 era in a similar way that Rising Storm- Vietnam did, although Day of Infamy was actually launched before Rising Storm.



They have a lot in common, and for that reason if you enjoy one you will likely enjoy the other. Day of Infamy was developed by New World Interactive and utilises the somewhat aging Valve Source engine. The graphics are good overall but basic for a game coming out in 2017. But this is to be expected from a relatively small studio, and in no way does it detract from the playing experience. The rag doll does occasionally result in some comedic deaths as a body suddenly flies across an area and like many games of this kind it suffers from bullets hitting surfaces that just are not visible when you aim down

the sights. But hit detection is otherwise fantastic, i have not experienced a single moment of swearing blind i shot someone in the head and they walked it off, which is refreshing when so many games for so many reasons encounter hit registration issues in multiplayer. This is key as this game goes down the hardcore realism path, with no HUD, killcam, ammo count or anything modern shooters take for granted. You will die to one bullet, and its very likely you'll have had no idea where it came from. Again i have to stress if you love run and gun, regenerating health deathmatch style shooters you will likely get annoyed playing this. Team play is key, as is map knowledge and being able to accurately place shots quickly.



Good map knowledge and tactics are heavily rewarded in this game, in one session on the Crete map as the defending Commonwealth forces (yes they included Canadians, Aussies, the Black watch

and an Indian regiment) I snuck into a position on the right flank that was used as the main assault path for the Axis forces. From my position armed with the trusty Bren gun I was able to rack up an undodgy amount of kills before they sent a flame thrower to burn me out.

Guns in this game are a joy and we see a lot of guns we've not really seen in other WW2 themed games, including the option to play as a machine gunner, which means running around with guns usually limited to static locations in other games such as the MG42, the 30cal belt fed browning etc. These guns are fire from the hip unless you deploy the bipod on a surface or while prone. Its when the bipod is deployed you start having serious fun, mowing down the other team as they break from cover.



The map design is another topic to discuss, with each map having a very distinct play style and look, and capturing the location and feel of that environment really well. The D Day landing map is an obvious favourite despite how often games have presented this particular moment of World War 2 to us.

Sadly it is not without fault, I have fallen foul of a glitch thats been present since the Alpha build whereby experience doesn't carry over from match to match. Instead resetting itself every game, which ultimately means I cannot level up. Now in terms of gameplay this has no effect at all as levelling up only unlocks cosmetic items, but still as a bit of a history buff its annoying i cant unlock units like The Black Watch and the Royal Regiment of Fusiliers.



Overall I think Days of Infamy delivers a fun game but its replay value is limited, and the player count is also a little low - peak activity i have seen was around ~1000 players on at one time, and the lowest I've seen was a mere 400. I hope that the new Call of Duty on the horizon takes note of games like this, as its depth in terms of units and weapons from the period is unrivalled and with Battlefield 1 finally showing a wider depth of countries (thats right, America wasn't the only player in the world wars) i pray COD follows suit. [7/10](#)

Review by Callum Walker



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## DRAGON QUEST HEROES 2

(PC, PS4, Xbox One, Out Now)

Another month, another Musuo game from Omega Force - at least, that's how it feels sometimes. "But wait" they cry, "this one is different!". Aren't they all? And yet still they fall to the same familiar beats; lone soldier vs hundreds of foes, sprawling battle maps swarming with enemies, a plethora of characters, weapons and upgrades to unlock.

And yet they are all different. And if the core loop at the heart of the game appeals to you - as it does to me - each of them have something very unique and compelling to offer, and come generously laden with content to unlock and explore. In this regard, Dragon Quest Heroes II certainly meets expectations. But it goes above and beyond when it comes to mixing up the Musuo gameplay and adapting it to something more befitting of the Dragon Quest name.



Although the pitched battles that the Warriors series

is famed for do play a central part, the majority of the game plays out like an action RPG. You'll explore wilderness regions, Zoom to and fro between waypoints and town, customise, level-up, and equip your party, take on sidequests, and fight wandering enemies that inhabit the sizeable region maps that comprise the game world. The storyline is perhaps unnecessarily grandiose; a tale of warring kingdoms that's full of charming characters and scheming monarchs, it certainly carries the game but does have a tendency to get bogged down in overly-long cutscenes.



Although you can control any of the game's characters, the main story revolves around two siblings who find themselves caught up in the wars (you can name them, but can't customise their appearances). These siblings are unique in that they can change classes, becoming warriors, clerics,

thieves, and so on, unlocking different powers and abilities to customise their skill set. This being an Omega Force game, there are naturally dozens of skills, abilities, and weapons to unlock, and coupled with the fun cast of characters (partly imported from other Dragon Quest games) you're never lacking for new play styles to experiment with.

The actual combat is typically Warriors - you have light and heavy attacks which can be strung together to make different combos, a tension meter which builds as you fight and can be used to unleash coup-de-grace special moves, a nifty dodge roll and block, and a customisable set of spells for each character. This makes the combat feel much more varied than the usual hack-n-slash fare, and there's a strategic element to balancing out the skills / spells of your party members to complement each other.



Adding further diversity is the Monster medal system, which lets you collect medals from defeated enemies. These can then be used to summon creatures to battle alongside you or help you out in combat, or in the case of some of the more powerful critters, allow you to transform into them for a while and use their powers. When you're in the form of a towering Stone Golem, that can be pretty fun - less so when you've transformed into a Slime.



The Monster Medals prove especially vital in the story battles, which see your band of heroes battling alongside (and against) hordes of soldiers and monsters. Having an army of monstrous allies can prove invaluable when trying to hold an area or defend a character, and being able to turn into bigger monsters makes fighting them a lot quicker. Given that the battles can be surprisingly tough, you'll need to make use of all the options you have available - you can't just grind your way through most of the encounters in Dragon Quest Heroes II.

Technically, the game holds up pretty well. The Warriors engine has been given a few welcome coats of paint, and whilst the visuals are hardly cutting edge they are full of character and charm, and run well on PS4 and PC alike. The orchestrated Dragon Quest soundtrack will hit all the right notes with series fans, as will the wonderful voice work and localisation. Sadly the engine improvements have come at a cost: DQHII lacks splitscreen multiplayer, though does offer Online co-op.

If you're a Warriors fan or a Dragon Quest fan, this game is a no-brainer. Even if you aren't, though, Dragon Quest Heroes II offers a metric ton of content, satisfying combat, an endearing cast of characters, and bucketloads of charm. **8/10**



# DRIFTING LANDS

(PC, Mac, Out Now)

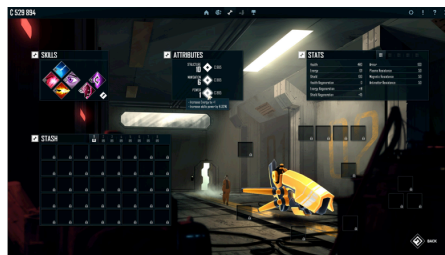
Drifting lands is brought to us by France based indie studio Alkemi taking us back to scrolling screen space shooters with a hefty dose of RPG thrown in.

Let's start with what made Drifting Lands fun from the off: It does a great job of nailing what makes a good RPG so addictive. The Ark, your Space Station base, is equipped with a hangar that allows you to spend your hard-earned credits to upgrade your ship in a myriad of ways. By upgrading its core stats, which include Navigation, Power, and Structure, you can equip better armour, bigger guns and more powerful engines. In addition to outfitting your ship you can also select from over 100 skills (four active, and two passive) which offer a number of offensive and defensive capabilities. This is one of the places Drifting Lands really shines, and the endless drive of trying to improve your ship proves compelling, at least for a while.



Where Drifting Lands differs to many other side-scrolling shooters is that it doesn't throw you power-ups. If you want to heal yourself in the middle of a fight, then you need a healing skill equipped. Want to devastate swarms of the enemy at close range? then equip conflagration in a slot and watch them burn. Much like any traditional RPG, each of these skills has its own cool-down and warm-up timer, too. This

means a lot of watching of those timers to ensure you are aware of when you can use them next and to strategically place the uses of each skill at your disposal.



Where the game does not perform as well is the story. It's a predictable, lacklustre tale, and often just feels like something getting in the way between just having fun scrolling/ flying while shooting down the enemy. Equally the dialogue, which is read rather than heard, is flat and generic, almost a paint by numbers and lacking real character.



As you might expect, the gameplay does become repetitive quite fast which, when combined with the lacklustre story and dialogue means within a few hours your engagement with the game as a whole

is starting to ebb, despite the draw of the different skills and upgrades available. It's all the more of a shame because honestly the visual style of the game is fantastic. The colour palette is joyous and catches the eye, and its a fantastic visual way of modernising what is an incredibly classic style of game.



If you're into old skool shooters, you'll appreciate the depth added by the skill system and RPG elements, but the appeal does wear thin after a while. **6/10**

Review by Callum Walker



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# EVERSPACE

(PC, PS4, Xbox One, Out Now)

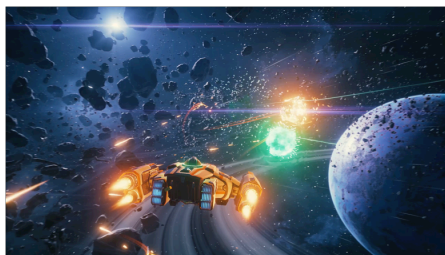
Space... the final frontier. These are the voyages of the starship [INSERT NAME HERE]. It's continuing mission: to explore new regions and not die horribly by crashing into rocks, getting killed by raiders or blundering into electrical storms. To boldly go into a new randomly generated world where no-one has gone before.

Everspace, believe it or not, is a space combat game. Well, a space exploration game. Sort of. It's also a roguelike, as you're given a randomly generated world each time you play, and when you die you start back at the beginning. As popularised by the likes of *Rogue Legacy*, though, all is not lost when your adventure is over - you can spend some of the money you've accumulated on your run on upgrades for your ship before venturing into the abyss again.



So far, so roguelike. Everspace sets itself apart chiefly by framing the action as a first or third person space combat game, and also by including a strong storyline that progresses as you get further into the game with each successive run. You're a clone, with no memory of your original life, but you can start to piece together fragments of memories as you encounter old friends (and enemies). The surprisingly engaging storyline - told through hand-drawn cutscenes and solid voice acting - makes for a compelling reason to drive your progress through the game, but even

without that dangling carrot the core gameplay loops of the game prove equally gripping.



Everspace definitely leans towards a more arcade model; your ship is simple to control and is bristling with systems that require very little management. As a starting point you get two main weapon slots, missiles, and a couple of support systems and consumable items. The support systems (which operate on a cooldown timer) offer bonuses like boosted damage and shields, whilst consumables range from plasma mines to support drones. The only resource you need to monitor moment-to-moment (apart from your hull integrity and shield strength) is your energy level, which acts a bit like a *Dark Souls* stamina meter by depleting as you activate weapons and support systems but recharges over time.

Combat itself is swift and rewarding. Enemy ships are highlighted and you get a target-leading cursor to aid your aim, and simple, logical movement controls make dogfights fun and easy to engage in, whilst the occasional capital ship prove challenging, but rewarding opponents.

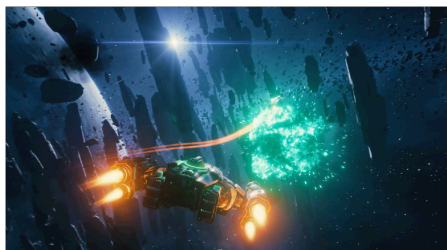


If you're lucky, your defeated foes will drop resources which you can use to craft new items (from weapon upgrades to extra missiles and consumables) or restock your ship's fuel supply - much like FTL, if your fuel gets too low, you might get stranded in a region and not be able to jump to the next sector, or take damage if you risk it. Thankfully defeating enemies isn't the only way to acquire resources - you can also harvest them from derelict freighters, ore-filled asteroids and plasma storms. Or if you're really desperate, you can attack one of the neutral freighters and steal their cargo for yourself.



You can't just loiter around harvesting materials forever, though - if you don't move on from each sector you'll find yourself pursued by enemy ships in another feature borrowed from FTL. Naturally, these ships often appear in large numbers, and sometimes bring a capital ship with them equipped

with a jump jammer, preventing you from leaving the sector until the ship is destroyed. It all adds up to a punishing experience, especially given the relative lethality of combat and scarcity of resources, but the frequent deaths and restarts offer enough in the way of upgrades and bonuses to make you feel like you're progressing each time you play, even if you do have runs where an enemy ship damages your life support system during your first encounter and no matter how hard you try you just can't find enough nanites to repair it, so you just watch your life drain away until you ultimately crash your ship into an asteroid in an effort to end it all. Ahem.



There are plenty of clear influences that have driven the development of Everspace, but the accessible mechanics and entertaining moment-to-moment gameplay, combined with the novelty of the space combat roguelike concept, fit together nicely and help Everspace claim its own identity. That you get an interesting, well-written storyline to experience is a welcome bonus, but the lure of unlocking new abilities, components and ships proves compelling enough in its own right. Yes, seeing the game through to its eventual conclusion does ultimately become a bit of a grind, environments start to become samey, and you will eventually tire of seeing the same ship and drone designs. But there's always something - whether it's a new upgrade or just the sheer satisfaction of blowing up an enemy ship - to keep you coming back. [8/10](#)



## INJUSTICE 2

(PS4, Xbox One, Out Now)

Amongst its many achievements - and there are far more than a 1-on-1 fighting game should really be able to lay claim to - Injustice 2 succeeded in doing something very few licensed DC Comics properties have ever been able to do: It made me give a damn about this cast of Superheroes and villains.



That it can stand proud alongside Wonder Woman, the Batman: Arkham series, and the CW's The Flash TV series in making me feel something for most of the rogues gallery that Nether Realm has assembled is impressive, and a testament to the storytelling skills of the developer. It's a great example of what can be done when a studio is given a pretty free reign to conjure up a storyline with fan-favourite characters: you get things that will surprise you. This shouldn't come as much of a surprise, given that the original Injustice opened with Superman - under the influence of the Joker - killing Lois Lane and

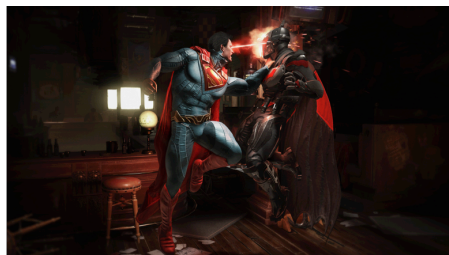
turning somewhat murderous. Now intergalactic mastermind Brainiac is on the way, and Batman and Superman must put aside their ethical differences to stop him. Or just fight each other until the world is destroyed, whatever. The story certainly goes places, told over a course of 50+ battles bookended by lavishly directed cut scenes, and even has two different endings to unlock.



The game is just as generous with its other single player offerings, which include a myriad of training modes and game types. The most robust is the Multiverse, a series of timed challenges that rotate in and out every few hours / days / weeks. Many are themed battles with special conditions and modifiers, and most unlock themed loot and loot boxes as well.

Wait. Loot? In a fighting game?

Well, yes. For better or worse (mostly better), Injustice 2 has taken a leaf from the RPG book, and introduced an experience and gear system for its characters. As you battle with each character you level them up (to a cap of 20), improving their base stats, and can then equip them with gear that not only changes their appearance, but also their attributes. A level 5 logo for Superman might increase his Strength, for example, or a different pair of boots might improve Captain Cold's Health. Juggling these stats, and matching your gear loadout to your opponent (some gear might have a Kryptonite augment, increasing its damage against Superman and Supergirl, for instance) becomes crucial the more you progress in the single player modes, and even impacts multiplayer matches as well (although both players can opt to turn off the stat effects to make a more even playing field). It's a novel idea, and it mostly works, especially for the single player modes, where it adds an additional level of depth and a welcome degree of character customisation.



Stripped of the RPG-lite trappings and cinematic story mode, Injustice 2 is a beat-em-up very much in the vein of other Nether Realm fighters. You have three main attack buttons - Light, Medium, and Heavy, as well as a dedicated button for character-specific moves. The effects of the character button vary pretty drastically, and can be anything from Black Canary using her banshee wail to Wonder Woman calling for a blessing from the gods. You also have a super meter which can be used in various ways; you can hold a shoulder button to perform 'Meter burn' moves - think EX versions of special attacks that deal more damage - and to escape from combos. You can also stockpile it up to use for a Super attack, accompanied by an over-the-top cutscene and delivering massive damage. You can also use your meter to gamble in Clashes, where each player commits in secret) an amount of super power and the winner gets either a portion of their health restored or deals a chunk of damage.



The movesets for the characters are varied, and there's considerable nuance to some characters, especially around the way their unique abilities work, and the roster comprises of a good mix of popular and less well-known heroes and villains from across the DC universe. That said, it's easy to get by using similar attack patterns for most of the characters - I found a cross-up, followed by a Light-Light-Medium-Heavy combo was enough to get me through most of the battles against AI opponents on Medium difficulty, though clearly that was never going to work against other players. The adherence to the Mortal Kombat fighting style occasionally works to the games detriment as well; fights can often feel fragmented and interrupted; its hard to build up a good flow of battle as you'd find in the likes of Street Fighter, Virtua Fighter, or even Guilty Gear.

The game deserves considerable praise for its visuals - built in Unreal Engine 4, Injustice 2 hits a rock-solid 60fps on PS4 and Xbox One, and looks simply spectacular, with gorgeous lighting and environmental effects. Loading times are maybe a touch longer than you'd like, and the soundtrack is disposable orchestral fair, but the voice cast, which features the talents of Kevin Conroy, Alan Tudyk, Jeffrey Coombs and Laura Bailey, delivers consistently even during the heavier story moments.

Injustice 2 might not be the most finely tuned or expertly balanced fighter around, but it's fun and approachable to play, with well-paced tutorials to make it easy for newcomers. The sheer volume of single player content is difficult to argue with, and the climactic story mode is a real standout for the genre. It's probably not going to have the dedicated online community that the likes of Street Fighter V attracts, so if you're looking for a purely competitive fighter you might be better off elsewhere, but for any casual fighting game fan, or DC comics aficionado, you can't go wrong. **8/10**



## WIPEOUT OMEGA COLLECTION

(PS4, Out Now)

It's been 22 years since the Wipeout series introduced the world to futuristic, anti-grav combat racing, and whilst the series has arguably never topped 1996's Wipeout 1997, it's remained the pinnacle of crisp, futuristic design and style. Original developers Psygnosis - who later become Sony's Studio Liverpool - were shut down in 2012, and their final contribution to the series, Vita launch title 2048, forms a third of this Omega Collection, along with PS3 titles Wipeout HD and Fury.



A compilation of a five-year old portable game and six / seven year old PS3 games might not sound like the ideal way to celebrate the arrival of the series on PS4, but Clever Beans has put in the work, and the 60fps, 4K HDR visuals (on PS4 Pro) move so slickly and swiftly you'd be hard pushed to spot the game's previous-gen origins. Coupled with an updated soundtrack that features the likes of The Prodigy,

Noisia, Swedish House Mafia and the Chemical Brothers, the Omega Collection looks and feels as 'of the moment' as any other Wipeout title.



Racing in Wipeout is suitably fast, with a palpable sense of speed. The antigrav ships handle with a loose, drift feel, but timely applications of left and right air brakes can see them hurtling through 90-degree corners and snapbacks with ease. It feels sharp, but intuitive, something that many competing racers haven't managed to achieve. The AI opponents are aggressive, thinking nothing of hammering you with weapon attacks or nudging you into a wall, and gently rubber-banded to ensure you never feel too left behind or too far ahead. The weapons are designed to keep you on your toes, and offer a range of offensive and defensive options without dominating the game. The 9 game modes available mix things up considerably, with everything from

classic races to time trials, combat races, elimination and the ubiquitous Zone mode represented.

As a compilation, the Omega Collection offers a ton of content. 2048, HD and Fury were all pretty sizeable games in their own rights, and they're neatly partitioned off into their own separate campaign modes here. Each has a distinct feel; 2048 is something of a series prequel, with a slightly grittier, rougher edge, whilst HD offers utopian cityscapes and skyways. Fury, meanwhile, leans heavily into the combat side of WipEout with a darker style that wouldn't feel out of place in a Tron movie.



Sitting alongside these is a robust Racebox mode, which offers up the full selection of 26 tracks and 46 ships to choose from, and includes online and splitscreen multiplayer. The tracks are a wonderfully designed with their own challenges and distinctive characters; from the vertical drops of Metropia and Empire Climb, the urban sprawl of Capital Reach to the high-flying utopia of Sol 2 and the industrial underpinnings of Talon's Junction and Subway. Frustratingly, you can't mix and match between games - WipEout 2048 ships can only race on 2048

circuits, and HD / Fury ships on HD / Fury circuits - which feels like a missed opportunity, but it's far from a deal breaker.



Sadly, none of the content is actually new, apart from the addition of a Tigron ship to WipEout HD. Whilst it's great to be able to play the games - especially 2048, which struggled on the PS Vita - with overhauled visuals on a current console, it would have been nice if a couple of extra tracks could have been added or ported over from other WipEout titles as an additional incentive. Thankfully Clever Beans has managed to fix a few of the niggles from prior games, such as making the 2048 race select screen much clearer and adding Racebox for all 2048, HD and Fury tracks, though there are still a few oddities, and it would have been nice to have a more unified frontend for the whole package instead of separating each game's campaign modes out.

These are minor niggles at best though, as the quality of the racing and the breadth of content speak for themselves. Packaged together for £29.99, the WipEout Omega Collection is an absolute steal.

[10/10](#)

# MINI REVIEWS JULY

## Black Desert Online (PC, Out Now)



Although originally released over here in 2016, Black Desert Online is now available on Steam and brings with it a load of updates. Its by far the prettiest MMO around, and has a dizzying range of content. Combat is swift and action-packed, whilst the nuances of the game's trading, crafting and housing systems provide incredible depth. The real star might be the massive scale PvP siege mode, where guilds can construct fortresses and contest ownership of game regions. Its a lot to take in, but hugely rewarding if you can invest the time. **8/10**

## Samurai Warriors: Spirit of Sanada (PS4, PC, Out Now)



Another Sega / Platinum Games PC re-release, this time it's Shinji Mikami's rocket-powered Gears This story-focussed spin-off from Samurai Warriors II is an interesting take on the Warriors series, with an emphasis on character interaction, exploration, and historical accuracy. It's hampered by the ageing game engine it's built on, but provides enough new ideas and a satisfying storyline to keep you engaged. One for the fans, definitely, but there's no shortage of content to sink your teeth **7/10**

## Rating System

We give games a score out of 10, with 0 being impossibly bad and 10 being practically perfect. Here's what the ratings mean.

**0 = Impossibly bad.** No game should ever be this terrible.

**1 = Awful.** Games that score 1 should be avoided at all costs.

**2 = Really Terrible.** A bad game that might just qualify as so-bad-it's-good.

**3 = Pretty Poor.** It might not be absolutely terrible, but there's not much to like about this game.

**4 = Flawed.** Major problems really detract from the game.

**5 = Mediocre.** Nothing majorly wrong with the game, but nothing to write home about either.

**6 = Not bad!** A decent game that's held back by some issues.

**7 = Good.** A solid example of its genre, though it might not be for everyone.

**8 = Great.** A highly entertaining game with lots to offer, even if its not normally your sort of game.

**9 = Truly excellent.** A spectacular game that everyone should play.

**10 = Practically Perfect.** Games that score a 10/10 might not be completely flawless, but they're pretty damn close. They earn our ELITE badge of honour.

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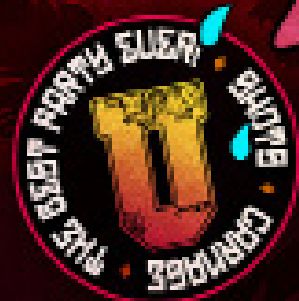
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# FEENA GAMER GIRL

Photographer: Laughing Orc

**Welcome to Elite Gaming! What are you playing at the minute?** I'm currently re-playing *Witcher 3: Wild Hunt*. I'm a little bit addicted!

**How long have you been gaming?**

What's the first game that made an impression on you? I've been gaming since I was 3 so 25 years \*feels old as fuck\* , The first game I played was *teenage mutant ninja turtles* on the NES when I was staying in hospital , it made me want a NES so bad...I got one for Christmas that year with the game in question and *Mario Bros*.

**What's your platform of choice?**

I'd have to say PlayStation ,Nintendo was my first love but I feel like they got shit after the Game Cube and started to try too hard. PlayStation have taken their place for me.





**How do you prefer to game?**

(eg, sat on the sofa, with friends, lying on the bed, etc)  
I usually play while I'm in bed , I do have a gaming chair in my room but nothing beats being laid in bed gaming! Plus I'm a lone gamer (mainly so no one sees how angry I get when I lose haha)

**If you could bring back any classic videogame / franchise, what would it be?**

Hmm I'd say Grandia. I LOVE the Grandia games so much. I had to get an imported PS2 to play the 3rd one and Grandia xtreme (not in to emulators) Not many people seem to have played any of them but I seriously recommend them! The 1st one is one of my favorites of all time.



# FEENA GAMER GIRL



PHOTOGRAPHER: LAUGHING ORC



**You can make any one video game character real for a day. Who would you choose and what would you do with them?** Geralt of Rivia and I think we all know what I'd do with him...Play Gwent!...and bang on a unicorn.

**Describe your perfect game.** Open world RPG with an unlimited amount of quests (good ones not them that slowly get shitter like on fallout 4) Where you don't have to play online. Basically Witcher 3 that lasts forever but without Yennefer , she can fuck right off.

**FEENA**  
***GAMER GIRL***



## QUICK-FIRE DECISIONS!

**Sonic or Mario?** Mario

**Mass Effect or Final Fantasy?**

Final Fantasy

**Grand Theft Auto or Saints Row?**

GTA!

**Single player or Multiplayer?**

Single

**Lara Croft or Nathan Drake?**

Lara Croft

**Co-Op or Versus?** Co-Op

**Street Fighter or Mortal**

Kombat? Street Fighter

**Call of Duty or Battlefield?** CoD

**Forza or Gran Turismo?** Gran  
Turismo



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